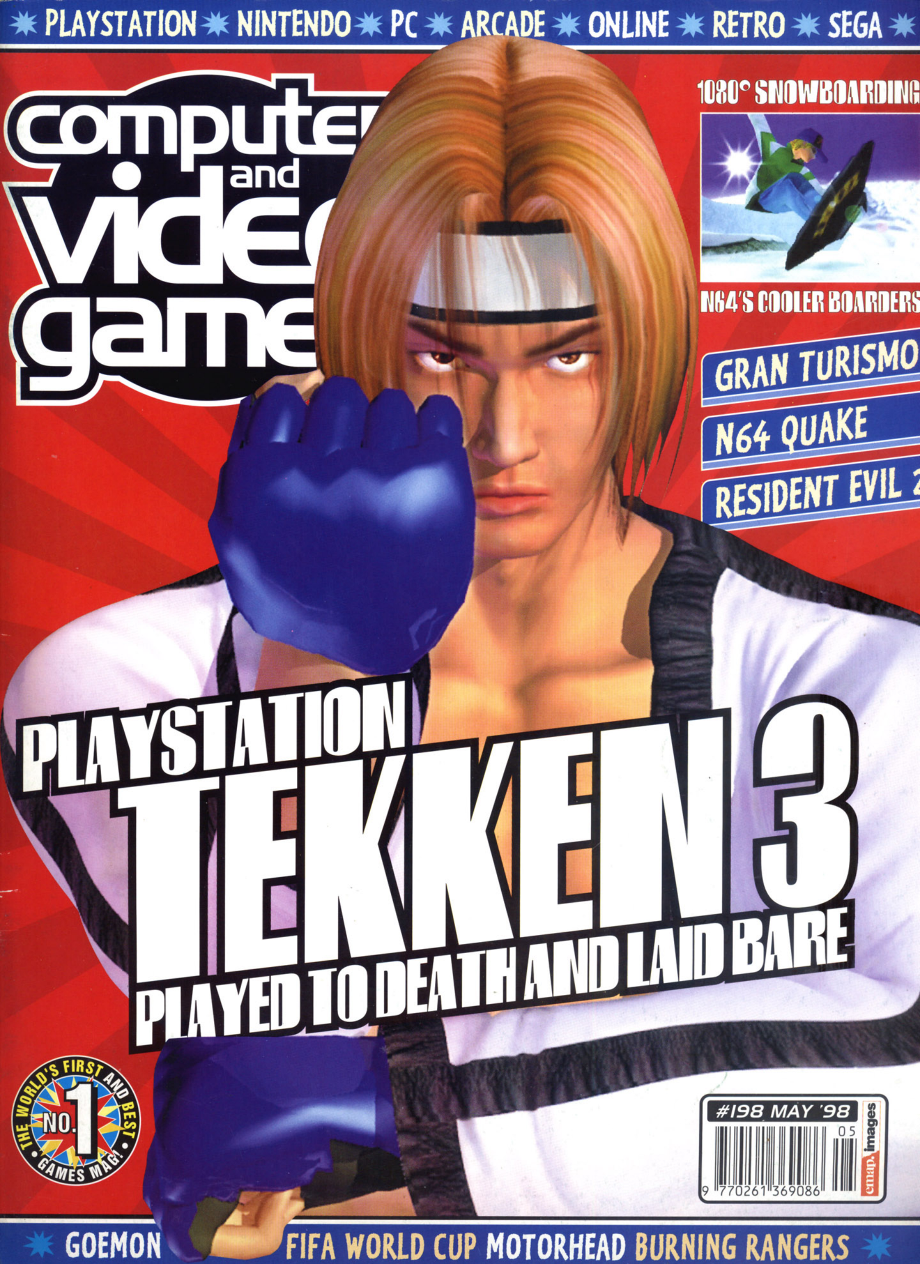
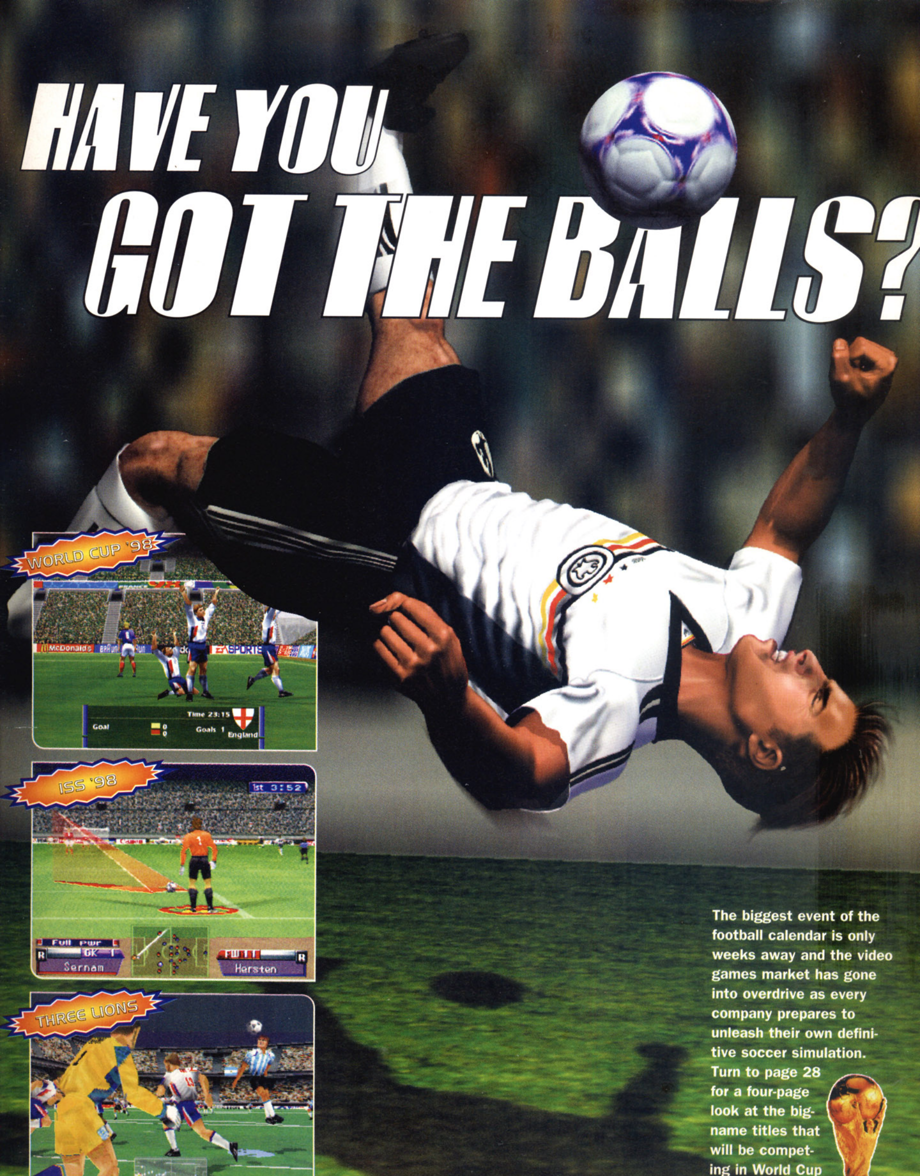

PLAYSTATION NINTENDO PC ARCADE ONLINE RETRO SEGA
computer and video games
1080° SNOWBOARDING
N64'S COOLER BOARDERS
GRAN TURISMO
N64 QUAKE
RESIDENT EVIL 2
PLAYSTATION
TEKKEN 3
PLAYED TO DEATH AND LAID BARE
THE WORLD'S FIRST AND BEST NO.1 GAMES MAG!
#198 MAY '98
emap. images
9 770261 369086 05
GOEMON FIFA WORLD CUP MOTORHEAD BURNING RANGERS



The biggest event of the football calendar is only weeks away and the video games market has gone into overdrive as every company prepares to unleash their own definitive soccer simulation. Turn to page 28 for a four-page look at the big-name titles that will be competing in World Cup Video Game Showdown '98

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COMPUTER AND VIDEO GAMES #198 MAY 1998







FREEPLAY

FREE 16 PAGE PULL-OUT!!

COMING SOON

REVIEWS

REGULARS

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.



CONTRABULOUS FABTRAPTIONAL – THAT'S CVG!

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EDITORIAL



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SEE THE DIFFERENCE!

We're back with even greater coverage of even greater games. The best screenshots, the best information, and the best price: £1.50 – you won't find any better.

We have six power-packed pages dedicated to PlayStation *Tekken 3* this month. We can't believe the quality of this game, and neither will you. We're the first mag in the country to bring you coverage of *T3* because we're the first mag to have played the game. We give you the feedback, with masses of jaw-dropping screen-shots.

You also get to see how N64 handles snowboarding – with nothing less than total skill, in our opinion. *1080°* on N64 is 100% funky, and proves that *Goldeneye* is just the start of N64's Coming Of Age. Our shots of this cooler than cool game will make you shiver with excitement.

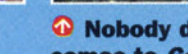
CVG's challenge to you is this: find a magazine which gives you better coverage of video games. No, save yourself the trouble – that magazine does not exist. By the time you're through with this issue, you'll know it's true.

Enjoy. **PAUL**

Who else shows you awesome *Street Fighter EX* screenshots?







Nobody does it better when it comes to *Goldeneye* highlights



And only CVG has the guts to laugh in the face of *Resident Evil 2*

VOTE FOR THE TOP 100 GAMES OF ALL TIME

CVG is almost 200 issues old. And so what. BUT we'd like you to help us celebrate by contributing to the CVG Top 100 Games Of All Time.

Only CVG readers have the authority to do this, because only CVG readers aren't dumb enough to vote for a bunch of last year's games. We need you to supply us with your top ten favourite games of all time, which will require some careful thought.

We'll be asking the most important people in the games industry for their opinion too, so make sure your suggestions are the best they can be.

Cut out or photo-copy this coupon, and send it to:



BEST GAMES EVER
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EMAP IMAGES
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ISLE-OF-DOGS
LONDON
E14 9TZ

THE CVG TOP 100 GAMES OF ALL TIME

1. ....
BECAUSE... ....

2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

CVG RATING SYSTEM

5... EXCELLENT HIGH FIVE!
Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4... VERY GOOD
Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD
Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD
Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR
Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

QUAKE II CAPTURE THE FLAG

This is so-o much better than it was in Quake, since id have officially recognised the potential. The levels are better for charging about, and the weapons are better balanced. It's fairer, but it's so much more vicious. Excellent.

POCKET CAMERA

What we've been doing with this gadget you don't want to know, but what you really should know is that Pocket Camera is a laugh. Especially when you print out the pictures and stick em in places your victims wish you hadn't. Heh-heh.



1080° SNOWBOARDING

Incredibly realistic boarding action on the N64. We were holding out for this one to impress, and it has – in no uncertain terms. Wow, and everything else that goes with it. Seeing this game in action is something special. And laying is something else altogether! Could this game give the N64 some much-needed credibility?



RESIDENT EVIL 2

A truly gruesome game which has kept us in stitches all month. There's nothing funnier than watching your character round up a bunch of stupid zombies, then blow them all away with one shot. You want gore? Step this way...

EDITORIAL

NUMBER ONE GAMES MAGAZINE IN THE UK

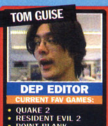
PAUL DAVIES



EDITOR
CURRENT FAV GAMES:
- TEKKEN 3
- RESIDENT EVIL 2
- GOLDENEYE
- DIDDY KONG RACING
- GRAN TURISMO

When you're busy overseeing the world's greatest video games magazine, there's not much time to mess around. Whatever, Paul has found many opportunities to play video games. In between not messing around and playing lots of games Paul watched the deadly episode of Pocket Monster, and laughed ha-ha.

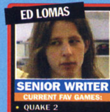
TOM GUISE



DEP EDITOR
CURRENT FAV GAMES:
- QUAKE 2
- RESIDENT EVIL 2
- POINT BLANK
- TEKKEN 3
- 1080°

Got myself a crying, talking, sleeping, walking, living doll. Got to do my best to please her, just cause she's a living doll. Got a roving eye and that is why she satisfies my soul. Got the one and only walking talking living doll. Take a look at her hair – it's real, and if you don't believe what I say, just feel...

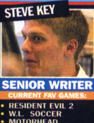
ED LOMAS



SENIOR WRITER
CURRENT FAV GAMES:
- QUAKE 2
- TEKKEN 3
- COLIN McRAE RALLY
- BURNING RANGERS
- EHRGEIZ

Possibly Ed Lomas would be a blonde kid if he didn't eat so much chocolate, and drink so much cola. We get Ed to crap in a box at 11:00 am every day so that we can get free snacks. Choco logs are great. Ed claims he never thought of a day without chocolate and cola, and wouldn't like to try. See.

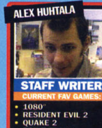
STEVE KEY



SENIOR WRITER
CURRENT FAV GAMES:
- RESIDENT EVIL 2
- W.L. SOCCER
- MOTORHEAD
- GRAN TURISMO
- QUAKE 2

Steve is a finely tuned human being. He senses the friction in the air as he walks. Even, and this is no lie, when someone else talks. When he's listening to whatever that is on his Walkman, he knows when someone's throwing a few sentences his way because his hair vibrates. Incredible guy.

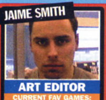
ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:
- 1080°
- RESIDENT EVIL 2
- QUAKE 2
- POINT BLANK
- EHRGEIZ

First guy in the UK to wear a quiffy hair-cut and get away with it. Then Jimmy Ray ripped him off. Ripped off our guy! Well we have to tell you that Jimmy Ray can't walk as cool as Alex, and anyway how can a guy who smiles like that all the time be cool – Jimmy Ray, that is. No one smoulders like Alex.

JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:
- 1080°
- TEKKEN 3
- QUAKE 2
- GB TETRIS
- WAVE RACE

Yeah he looks stupid. We're sorry about that, and everything, but what can we do? It's not every day that you get some as talented as Jaime Smith to design a magazine for you. It's not every day that we can get Jaime Smith to design a magazine for us. But who's complaining? Not Jaime.

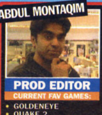
TONY CORMACK



DESIGNER
CURRENT FAV GAMES:
- REAL SNOWBOARDING
- 1080°
- WIPEOUT 2097
- TEKKEN 3
- TOP SKATER

Hey, surprise surprise – Tony's away on holiday again. What a skank. He's snowboarding in France, with his new haircut. We think maybe the French will appreciate Tony's new haircut, because we couldn't say anything which sounded like good English when we first saw it.

ABDUL MONTAQIM



PROD EDITOR
CURRENT FAV GAMES:
- GOLDENEYE
- QUAKE 2
- LARA
- TINA
- SPACE INVADERS

You'll notice that Abdul has Revolution written all over his face. It's in his eyes. It's even in his teeth. Yeah, man! Revolution is here. Only thing missing – Abdul doesn't play games. He thought Gran Turismo was a travel agency for senior citizens. But don't worry about that. He'll soon be demanding his free PlayStation.

Offer applies to transparent Game Boy Pocket and Tetris game (†Recommended retail price £44.99 and £12.99 respectively). To receive a Game Boy Pocket and Tetris application form, you must apply for and open a new Halifax Cardcash account as an Expresscash customer between 6th April and 30th June 1998. Once your account is open, you will receive the Game Boy Pocket application form with your Expresscash card. Only one Game Boy Pocket will be available per Expresscash customer. All Game Boy Pocket application forms must have been received by 14th July 1998. The minimum account opening balance is £10. The standard daily cash withdrawal from a cash machine is £50. Accounts can be opened at any branch of Halifax plc. The offer is subject to availability and may be withdrawn at any time without notice. Existing Expresscash customers who opened their account prior to 6th April 1998 will not be entitled to apply for the Game Boy Pocket. TM & ® are trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd. Halifax plc, Trinity Road, Halifax, West Yorkshire HX1 2RG.

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GAME BOY pocket

Take control.

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C&V

NEWS

FINALLY – [GAME BOY GOES COLOUR]

Nine years after the release of the original portable console, Nintendo has announced a new COLOUR SCREEN Game Boy that will be in UK shops in October, priced at £99.99.

Previous colour hand-helds were let down by inadequate screens or short battery lives, but Nintendo claim that nine years of research, in conjunction with electronics giant Sharp, has solved both problems. The Colour Game Boy will be able to display 56 colours from a palette of 32,000, on a new kind of reflective colour screen which, it's promised, will be just as visible in indoor lighting as it is in sunlight. Battery life will not be as long as the mono Game Boy or Game Boy Pocket, but will be significantly improved over the 2-4 hours use that was such a problem with the Atari Lynx and Sega Game Gear. Nintendo have also promised a facility to link the Colour Game Boy with the N64, a feature that will probably come into its own when the Pocket Monster games are released in the autumn.

The processing hardware inside the Colour Game Boy will be compatible with that in the original Game Boy, ensuring that older software can be played on the Colour machine, as on the Super Game Boy. Players will be able to assign colours to the standard four-tone palette, and some games will show a border graphic around the screen. Howard Lincoln, Chairman of Nintendo USA, hinted that new Colour Game Boy software will also work in monochrome on the original GB.

Nintendo confirmed that they have in-house teams as well as external developers working on Colour Game Boy-specific titles for release in time for Christmas. Rare has been mentioned as one developer that is working on a Colour Game Boy title for Nintendo – could a Colour Game Boy version of *Banjo-Kazooie* or *Donkey Kong Country* be on the cards?

This is the latest development in the revival of the hand-held console market that saw 2.8 million Game Boys being sold in Europe last year. But, with a total of over 60 million Game Boys sold worldwide to date, will be enough people willing to buy a second Game Boy just for the benefits of a colour screen?

Nintendo certainly think so – it's expecting to sell in excess of half-a-million units in Europe between the October launch date and the end of the year.

There are several other questions this raises: for example, will the addition of a Pocket Camera turn the Colour Game Boy into a colour digital camera? Nintendo said it won't be releasing any more information until a more detailed announcement at E3 in May.



Yeah, well, we've mocked this up, but it won't be far off.

[PLAYSTATION 2 RUMOURS]

Although the machine is still a good two years off (at least), rumours surrounding the PlayStation 2 are already circulating. Apparently, Sony wants to make PlayStation 2 more than a mere games machine and reports suggest that the PS2 team are working with Microsoft's Web TV developers to add Internet browsing capabilities to the console. This would allow Sony to market the machine as a mass-market, multi-purpose set-top box that handles games and online entertainment, and could also score millions of new customers for Microsoft's growing online services. Backing up this rumour is news that LSI Logic, a chip manufacturer that supplies Sony, is developing a chip that incorporates exactly the kind of processing facilities required for such a set-top box.

PlayStation inventor Ken Kutaragi was tight-lipped about PlayStation 2 during a Sony press conference at the Tokyo Game Show. The one titbit he did reveal was that he considers the major challenge for his developers is to create a machine that can "convey emotions to the player". Exactly what this means in terms of hardware design is anyone's guess.

GAME BOY GOES COLOUR – AT LONG LAST!

[OMYGOD! THEY'VE SIGNED KENNY!]

South Park, the adult cartoon comedy sensation sweeping the USA, has arrived in the UK. Sky One is already screening the show that's said to be more outrageous than *Beavis and Butthead*. Channel 4 are due to air it in July. Meanwhile, Acclaim is working on *South Park: the game* for PlayStation, PC and N64. For the uninitiated, the show follows the adventures of a bunch of foul-mouthed eight-year-olds and their various acquaintances, including the Melodious Chef and 'Big Gay Al'. Details of the game are thin, but given the content of the show, it's very likely to ELSPA-rated 15.



[APRIL FOOLED YA!]

The long-standing CVG tradition of planting stupid April Fools in the April issue continued last month – in case you didn't notice. We had loads of letters and calls from people about the Vectron Powerskin 3000XR (it was Alex wearing a VR headset with plastic cups, a TV remote control, a bit of circuitry and loads of wires Sellotaped all over him). Others callers pointed to Ultra Fernando Cousins (a fiddled-with screenshot of *Super Mario 64*), and the stupid cheats for *FIFA 98* and *Tomb Raider 2*. Many people spotted them, as you were supposed to, but a few still somehow managed to believe them. Oh dear. Better luck next time!



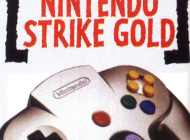
The Ultra Fernando Fools game

[FILM MAKERS WANT LARA]



The *Tomb Raider* movie is now definitely in production at Paramount Pictures, though the role of Lara Croft has yet to be filled. No director has been named either, but action movie old hands, Lawrence Gordon (who worked on the *Die Hard* and *Predator* movies) and Lloyd Levin (*Event Horizon*) are on board as producers and the guy who penned *Mortal Kombat: Annihilation* is working on the script. The finished flick is due some time in 1999, possibly at the end of the year to coincide with the expected release of *Tomb Raider 3*.

[NINTENDO STRIKE GOLD]



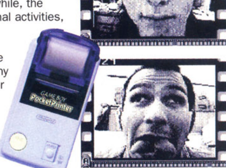
The gold-painted N64... a limited edition of just 60,000

Nintendo is celebrating the N64's first anniversary in Europe by releasing a limited edition (limited to 60,000, that is) bundle featuring a shiny gold (painted) controller. Apart from that, it's exactly the same as the usual N64 packs, so, er, great! It's out now, priced £99.99 at all good retailers. Incidentally, if you fancy a gold memory pak to slot into your gold controller, get down to HMV where they're throwing them in as part of their own N64-and-one-game bundle, priced £149.98. Check the survey on the first page of this month's Freeplay for more info.

[GB-CAM CLICKS AT CVG]

It's NEW!

Fresh from Japan – the Game Boy Pocket Camera and Printer! Naturally we've had one of each flown in and our verdict is... pretty good – as long as the novelty lasts. Tom's face has been pasted into the juggling game and Ed has been using camera trickery to create grotesque pictures of hands with eight fingers. Meanwhile, the printer has been pressed into criminal activities, generating unpleasant stickers to impress the ladies. Currently the camera and printer kit is available from a few importers, though many aren't planning on bringing any over because they don't anticipate much demand for the "novelty item". THE are hoping punters won't see it like that when they release the bundle this autumn at an expected price of £80 for the full kit.




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WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG





It's time once again for you to air your views about anything that's caught your eye over the month – in the magazine or in the industry. Also, if you send a letter to us via E-mail, unless you say otherwise, we'll be printing the address for people to reply directly. Make sure your mail is clearly marked if you don't want other people to know your E-mail address. Keep the letters coming and we'll keep dishing out the prizes!

WIN A CONSOLE AND FIVE GAMES

I'M MAD FOR IT I AM

Dear Paul, Tom, Ed, Steve, Alex, Jaime and Tony,
How are things? Good? I had to write to you, as nobody else seems interested in what I have to say. I have written to Nintendo to try and get them to change their ads. I mean, I know they're aiming at young gamers, but some of the commercials are just plain babyish.

I am 15 years old and like most people my age, I like cars, girls and computer games, not in any particular order. What I was trying to say is that Nintendo should do ads in Loaded and such mags to get people my age interested. Whether you agree with me or not please could you print my letter, if only to humour me.
Ben Router, Spooner Row, Wymondham.

CVG: Maybe you're not the sort of person Nintendo are trying to target with their ads, which is why you're uninterested in them. When a Nintendo game comes out that will attract the older market (like Goldeneye) the coverage and advertising changes accordingly. Mags like Total Sport and FHM had Goldeneye coverage and ads, but hardly anything on Diddy Kong Racing. It's not meant for older gamers, so why try to advertise to them?

ALL HAIL THE SYCOPHANT

Dear CVG,
No one writes nice letters any more. Oh sure, you get the odd sycophant or 14 who start off by saying 'Great mag guys!!!' before they go and get all pants about something else, but no-one writes nice letters. Letters born out of a desire to say something GOOD for a change. So here it is...

When you introduced the five-finger scoring system you took a lot of stick, and I honestly thought you might give in and go back to percentages. But you held out and the mumbles have all but dried up. I reckon current events have proved just how right you were. Look how many mags gave *Mario 64* 100%. The perfect game in other words. You, on the other hand, simply gave it a High 5. A 'Great game guys', but with no suggestion that there would never be another game this good. The trouble with percentages is that someone somewhere, keeps moving the goalposts and there's always going to be a better game. You're trying to score current titles against others that haven't been written yet, and the only alternative is to constantly re-evaluate every game that precedes the one you're currently reviewing. I suppose that's why some mags fill their back pages with thumbnail reviews of every game available... or maybe they're just being cheap?
Deke Roberts, Oxford, via E-mail.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

CVG: Not only is this the only letter we've ever had to use the word 'sycophant', but it also is a completely fair letter. Just goes to show that maybe you're all coming round to the High Five, finally.

A PROBLEM AIRED...

Dear CVG,
Help! I am having real trouble deciding what to do about my current gaming situation. My problem at the moment is that I have a Saturn, and I know it's fighting a losing battle. I really want to get into games again, but owning a dying machine isn't going to help. So I have come up with a few solutions to my problem and I just want you to tell me what is the best idea.

1) Stick with the Saturn, buying up loads of the old classics which now cost barely anything, get all the new Saturn games like *HotD*, *Burning Rangers*, *X-Men vs SF*, *Panzer Saga* etc and maybe get that NTSC thing done to the machine.

2) Buy a PlayStation, so I can own *Tekken 3*, *FFVII*, *Res Evil 2*, *Metal Gear Solid*, *SF EX* etc, swap games with all my mates and own the most popular machine around.

3) I own a beast of a PC, but it has no 3D accelerator, so could get one using 3Dfx and get *Turok*, *Res Evil*, *FFVII* and play net games with my mates.

4) Move out to the country and eat beans for the rest of my life.

I only have enough money for one of these, and I don't really like the N64. I hope you can think of the best solution for me, and soon! (I really hate beans.)
Andrew Gardner, Hadleigh, Suffolk.



CVG: We were trying to work out how much money you have to spend, and we reckon about £200 is your limit. So we recommend the following: buy a PlayStation for about £130 (which should include a free game in decent shops) and get your Saturn converted which costs about £40-50. You should then be able to pick up an import SFA2 for £15 in good importers and borrow a load of games from your mates for the PS. Then, save up a little bit more dough, and get some decent Platinum titles (Resident Evil will be out soon) and some classic Saturn titles, all for £20 or less! Easy.

> **COMET SPONSORSHIP**
> **At Comet Game Zone you can try out the latest games from the top three consoles on the market – Nintendo 64, PlayStation and Saturn – before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.**

BOUNCY CASTLE DILEMMA

Dear CVG,
This Christmas, I got a bouncy castle which burst about five days later. My sister bought it for me and my two brothers. She sent it back to Littlewoods and because we didn't want another one, she said we could have £25 or £75 between all three of us. My elder brother George owns an N64. He has six games including *Goldeneye* and *Diddy Kong Racing* and I really wanted to get another one. My brothers wanted *Turok*, but I'm not sure. I'm not even sure if I should get a game for a computer that I don't have. Can you please help me out?
David Hooper, Surrey.

CVG: If you don't want a game, you could spend your £75 on the following: A new macintosh that is three sizes too big so you and your brothers can all go out in it. Or fill up a sleeping bag with £75 worth of Pick 'N' Mix, crawl in it with your brothers and fight each other while eating the sweets. If you want to get Turok together, make sure he'll definitely let you play it before handing over the cash.

DAZED AND CONFUSED

Dear CVG,
I'd like to know what your status on the

COMET STAR LETTER

GRAB A GRANNY

Dear CVG,
I work part time in a games store, which may sound like heaven to your readers. Well not quite. There's one problem, namely your parents and grandparents. You see, there seems to be some unwritten law that states "The older you are, the better your chances are of having a game exchanged or your money back." The number of people we get through the door who have bought their darling son or grandson a game he already owns is staggering. Yet nearly all of these games that are returned have something in common and follow yet another unwritten law. "The crapper the game sold, the greater the likelihood that the customer already owns it."

So come on folks, stop looking for the oldest person in your family to try and return the crap games you've bought and come and face us yourself, if you've got the balls. But be warned, as you leave the shop with the same game you came in with, myself and my colleagues will not be held responsible for the laughter thundering around our shop.

Oh, and by the way, if you do send you grandmother, the same thing will happen to her, although we will laugh a little quieter. Who said the young people of today don't respect their elders?
Stephen Atherton, Workington, Cumbria.
P.S. Judging by your review, *Cruis'n USA* is going to be top of the 'he got two for his birthday' chart



CVG: Well done, Stephen. A funny letter that easily deserves our prize. Get in contact with us to sort it all out.

Saturn is? Despite not being No1 in the UK or the USA, it's top of the tree in Japan (the gaming capital). It's success there has been overwhelming, and it's overshadowed every console and despite third party [titles], I've noticed the Saturn games are better quality. The PS and N64 are welcome to EA, Codemasters etc. The Saturn now has 90%, even 99% support from Capcom giving us 10/10 games like *Vampire Saviour*, *X-Men vs SF*, *Marvel vs Capcom*, *SF3* and *Res Evil 2*! Warp are also giving 100% Saturn attention, with *Enemy Zero* and the first 64-bit game on the Saturn, *D2*. Then there's Sonic Team giving us *Burning Rangers* (who needs *TR2* now?) and *Panzer 3*, *Dead or Alive*, *Bomberman 2* and *Shining Force 3* all coming out too!

So I'd like to thank all those who ditched Sega because now we have better quality games by Warp, Sega, Capcom and Hudson.
Adrian Batour, St Albans, Herts.

CVG: 1) Saturn is not No1 in Japan and hasn't been for a while now. The battle is definitely between PlayStation and N64. 2) D2 has not been confirmed on Saturn or the new machine. 3) A hint of sarcasm would have made all the difference to this letter.

THE RATING'S FOUR

Dear CVG,
I'm confused over the situation about the latest snowboarding games, *Cool Boarders 2* and *Steep Slope Sliders*. I'm a massive fan of *SSS* and in issue #195 of your mag, you gave both titles a worthy four out of five. I was pleased that *SSS* could measure up to such a massive title like *CB2*, but here comes the confusing part. I was checking the contents of issue #196 and it said there was a review of *CB2*. Anyway, I looked at the review and to my surprise you gave it a lower three out of five! Why did you make this change?
A confused Alex Ramseyer Bache.

CVG: We hold our hands up on this one. The wrong score was inserted in #196 by accident and it went in unnoticed. So, for all those that want to put it right, you can cut out the four out of five box below and stick it over the top.



cut along the dotted line

UNDER THE SURGEON'S KNIFE

Dear CVG,
Do you know of anywhere that I can get hold of *Final Fantasy VII* merchandise (T-Shirts etc)?
Anthony Parker, Brentford, Middx.

CVG: As far as we know, there are no official FFVII merchandise sellers in the UK. Your best bet is to try a local importer to see if they can get anything for you.

Dear CVG,
After reading Richard Brightwell's letter in issue #196 (who now claims to be dead) complaining about *Bomberman 64* being put in the back of the issue of #193 your reply was that "*Bomberman 64* was at the back of the mag for the simple reason that it was a review. And that is where the reviews go." At first, I thought that was a good reply, but after turning to page 18 there was a review of *Yoshi's Story* before the Coming Soon section. What excuse will you try to make up now? (It'd better be good!)
Kinny, Blackburn, via E-mail.

CVG: Just a little goof we made, Kinny. Soz. But Yoshi's Story in #196 was a Coming Soon feature, but the panels on the latter pages were mysteriously changed to Review ones!

Dear CVG,
A few weeks ago, I bought *Resident Evil 2* on import and to be honest, it's s**t hot. It's got great graphics, great gameplay and tons of gore. This is good.
Mark Holliday, Possilpark, Glasgow.

CVG: "...tons of gore. This is good." Comments like that spark national moral panic attacks, so careful who you talk to.

Dear CVG,
Why do the Spice Girls have a game on the PlayStation? The majority of PS owners are over 15 and most Spice Girls fans are much younger. And from what I've seen, it looks very boring. The Spice Girls craze is over now and Sony have missed the boat.
Hugh MacDonald, Glasgow.

CVG: You've answered your own question. It's aimed at all the younger fans who don't own a PlayStation so they go and buy one, thus increasing Sony's market share even further. It's not meant for your age group which is why you think it's crap.

Dear CVG,
I am a big cricket fan and love *Brian Lara '96* for the Mega Drive. As I've got a PlayStation I never play my MD any more, so it's a shame that there are no cricket games for the PS. Or is there one coming out?
David Wishart, Surrey.

CVG: You'll be pleased to know that Brian Lara is indeed coming to the PlayStation this summer. Cricket fans everywhere rejoice!

SONY – AKA COUCH POTATOES

Dear CVG,
I am one unsatisfied reader and writing to complain about there being a lack of PlayStation arcade games. You see Sega have been dominating the league of arcade games for the last eight years and have taken the world by storm with the opening of Segaworld. I'm almost certain that if Sony built a new park full of PlayStation arcade games, they would be making more money than creating a game that will only make a small profit.
Richard Dowe, London.

CVG: How can you say that games only make a little profit? When Resident Evil 2 was released in America, only the film Titanic made more money the same weekend. Are you telling us that that's not much money?



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PlayStation *Tekken 3* is complete, and CVG readers get to read about it first. Everything you need to know about this great game begins here.



In the world of *Tekken*, 19 years have passed since the last King Of Iron Fist Tournament. Though it may seem as though 19 years have passed in real life, it has only been two years since PlayStation *Tekken 2*.

The whole gaming world has been waiting eagerly for the follow-up. *Tekken 3* has been a big hit in the arcades over the last 12 months, and the promise of an enhanced home version has had fans salivating to the point of dehydration. Now PlayStation *Tekken 3* is complete and CVG is the first UK magazine to play it. And play it. And play it some more.

Here's the first of our massive reports on what will become the biggest game of 1998. Enter the Tekken!

THE STORY SO FAR

Tekken 3's King Of Iron Fist Tournament takes place 19 years after the last one, and a lot has happened. Heihachi has regained control of the Mishima family empire from his evil son Kazuya, but not before Kazuya and Jun Kazama have a son, Jin. He was raised by Jun in isolation until, at the age of 15, his mother was killed by the mysterious God Of Fighting. Wanting revenge, Jin turned to his grandfather Heihachi for help. Heihachi spent four years teaching Jin the Mishima fighting style, and chose to hold the King Of Iron Fist Tournament 3 to lure the God Of Fighting out of hiding. Here's where we come in.



The mechanised space ninja Yoshimitsu wants the blood of the God Of Fighting to save Dr Boskonovitch.

Nina Williams has spent 19 years in cryogenic sleep, but is now awake and ready to assassinate Jin Kazama.

TEKKEN 3: THE MOVIE

The first thing you see after powering up *Tekken 3* on your PlayStation is the most incredible intro movie – ever. It briefly shows each of the fighters in incredible detail, all of whose movements are extremely lifelike, with top-quality cinematic direction. This movie has you itching to get into the game!











Forest Law is Marshall Law's son and has been encouraged to fight by Paul.



Paul Phoenix is 46 years old but in better shape than ever.





The 45-year old kung-fu master, Lei Wulong, is now known to the criminal underworld as "Super Cop".



King the Second was an orphan who saw the original King killed by the God Of Fighting, and was trained by Armor King.



The arcade's short rendered introduction movie is included in the PlayStation version of *Tekken 3*. Here are Jin's parents.



Yoshimitsu has a new move in *Tekken 3* where he blows a cloud of acidic purple gas into his opponent's face. It's a great surprise move.

SPOT THE DIFFERENCE

The first thing everyone wants to know is how good the PlayStation version of *Tekken 3* looks when compared to the arcade original. Don't worry – Namco have done an incredible job. Although the backgrounds have taken a drop in detail (they're not three-dimensional), the fighters are all massive and look fantastic! The best thing is that the game plays IDENTICALLY to the arcade game, and we really mean IDENTICALLY! The game code is exactly the same, so everything moves at the same speed and in the same way as the original.





The characters' legs are slightly less rounded than they are in the arcade version, but otherwise look pretty much spot-on!





In the arcade version, the backgrounds are made up of multiple layers, but PlayStation *Tekken 3* uses only one. Still looks great!









THE NEW CHALLENGERS

As well as the fighters we saw in *Tekken 2*, there are a few new challengers for the title "King Of Iron Fist". They all have their own reasons for fighting as well as their own complex links to the *Tekken* plotline.

EDDY GORDO



THE STORY
Eddy Gordo is the son of one of the richest men in Brazil. His father was killed as he worked to wipe out a massive narcotics syndicate, but he convinced Eddy to hide in prison just before passing away. Eddy learned Capoeira from an old inmate during his eight years 'inside'. He is now ready to join the Mishima empire to gain more power against the drug-dealers who took his father's life.



THE STYLE
His Capoeira dance-fighting style looks strange and can be very confusing as he bounces all over the place, even fighting standing on his hands! Eddy is an easy fighter to play with when first starting, and has some very impressive moves. Thing is, he can take quite a lot of hard work to master.



JIN KAZAMA



THE STORY
Jin was raised by his mother, Jun Kazama, after his grandfather killed Kazuya – his evil dad. Jin is competing in the King Of Iron Fist Tournament so that he can kill the God Of Fighting and get revenge for the death of his beloved mother. Everyone believes he is free from the possession of the devil which plagued his father.



THE STYLE
Jin is the main fighter in *Tekken 3*. He looks and fights a lot like his father, Kazuya. He uses the power of lightning and many familiar techniques, though he has new tricks of his own. He has a great balance of speed and power, and is considered by the team who created *Tekken 3* to be the best overall fighter.



As well as the rendered arcade movie and PlayStation intro, *Tekken 3* also has the real-time sequence with the fighters showing off their moves. An alternate version of it features the hidden fighters.

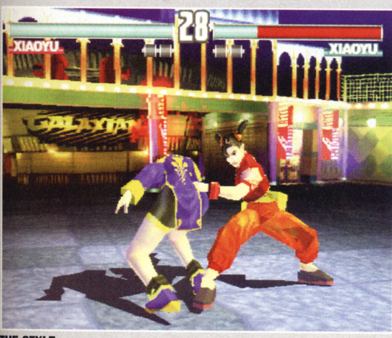


Law wears this brilliant *Game Of Death* costume in the first *Tekken* game, and it's back in *Tekken 3*! It doesn't take very long to collect, and makes Law appear even cooler than usual.

LING XIAOYU

THE STORY

Xiaoyu is a 16-year old Chinese girl whose dream is to build the best amusement park in the world, but she doesn't have any money. Xiaoyu's teacher and distant relative Wang Jinrey once told her that the Mishima empire had lots of money, so she climbed onto Heihachi's private boat and defeated his guards. Heihachi was so impressed that he promised to build this theme park if Xiaoyu won his tournament.





THE STYLE

Xiaoyu uses various traditional Chinese martial arts, which make her stand out from the other *Tekken 3* fighters. Her style means that she's constantly moving from pose to pose. Though Xiaoyu is not an easy fighter to master she can be deadly with practice.

HWOARANG



THE STORY

Hwoarang studied under Baek Doo San, the Tae Kwon Do expert from *Tekken 2*. He's the leader of a gang, often participating in street fights, though he has never recovered from the embarrassment of accepting a draw with Jin Kazama. He's entering the King Of Iron Fist Tournament to beat Jin outright, and to get revenge on the God Of Fighting for killing Baek.

THE STYLE

Hwoarang has many similar kick-based techniques to Baek, as well as plenty of new techniques. One of Hwoarang's greatest skills is the ability to switch his stance at any point, swapping his leading foot to give him different moves. Good speed and agility make Hwoarang an impressive fighter both to watch and control.

ALL-NEW! TEKKEN FORCE MODE

The most surprising PlayStation-only feature of *Tekken 3* is Tekken Force Mode. This is a sideways-scrolling mode where you battle against up to five enemies at once.

There are four stages in all, each of which has a major character as an end-of-level boss. All of the enemies are members of the Mishima family empire's Tekken Force – Heihachi's private army which he uses to restore peace and order to the world. As you pick off the Tekken Force, you gain extra time to complete the level. If you manage to complete the whole thing without dying you get... a secret, and a completely amazing new character who we'll reveal next month!









When you pick up a piece of chicken to restore your health, the announcer says "Chicken!" in his gravelly tomb-stone voice! Cheesy or brilliantly funny? You decide.



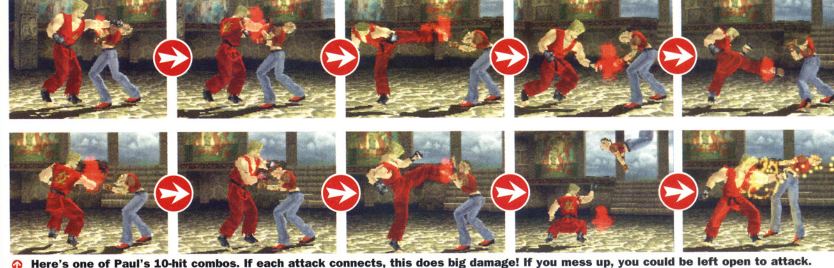


Certain throws make the virtual camera spin around and zoom in closer than usual to give you a more impressive view of the action. This is one of Hwoarang's basic throws where he holds his opponent by the arm and smashes a powered-up leg down on their back. This is gonna hurt!





You can string together four or five hits in *Tekken 3* by tapping the buttons and hoping for the best. Getting an impressive 10 hits is a different matter. Each fighter has at least one 10-hit combo to learn, all of which look excellent but take a fair amount of work to master. There are plenty of other combo possibilities, the most useful of which involve hitting your opponent into the air then keeping them up with repeated attacks. The revised Practice Mode teaches you the basics of these 'floating' combos. This technique is also known as 'juggling'.



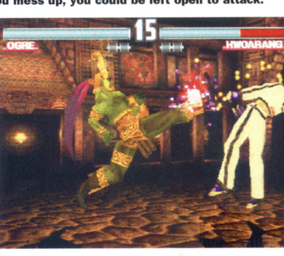
Here's one of Paul's 10-hit combos. If each attack connects, this does big damage! If you mess up, you could be left open to attack.

THERE'S MORE

As players of arcade *Tekken 3* already know, there are extra characters who appeared in the game over the course of a few months thanks to the System 12's internal clock. In the PlayStation version you collect these fighters by finishing the game in arcade mode, then save them to memory card. They may be 'secret' characters, but they've had just as much effort put into them as the regular ones.

OGRE

The God Of Fighting in almost-human form. He uses some moves taken from other characters (including some stolen from dead *Tekken 2* fighters such as Wang Jinrey, Bruce Irvin, and Baek Doo San), plus a few of his own.



JULIA CHANG

The adopted daughter of *Tekken 2*'s Michelle Chang. Eighteen-year old Julia uses a lot of familiar techniques. As well as lots of surprisingly powerful wrestling-style throws, Julia also has some fast kick combos.



BRYAN FURY

Bryan Fury (aka Snake Eye) was a cop killed in a shoot-out, then brought back to life by Dr Abel in order to gather information about creating a cyborg army! Super Cop Lei Wulong knows of Bryan's criminal past.

MOKUJIN

A training dummy carved from a 2000-year old oak tree who magically came to life. He copies a different fighter each round.

TIGER



A funky disco dancer with a massive afro. He plays just like Eddy Gordo, but is still fun.

MORE GOODIES FOR PLAYSTATION OWNERS

We've come to expect amazing console-only secret features from Namco's arcade conversions, and *Tekken 3* has some of the best yet seen! For starters, there are a couple of hidden characters to collect, one of which has never been seen before in the world of *Tekken*.

TEKKEN BALL

The idea here is to hit the ball backwards and forwards between the two fighters, trying to make it land on your opponent's side. Certain moves power-up the ball and fire it across at speed. If the charged ball hits, or the ball lands in the other half, it does big damage to the other fighter.

The glowing ball means that it's going to do big damage unless you use a more powerful attack on it!

THEATRE MODE

A hidden Theatre Mode option lets you watch any of the endings you've seen whenever you want. An extra option lets you check out any of the brilliant music, original or remixed. You can even put your *Tekken 1* or *2* CD into the PlayStation and watch any of the movies from those games.



In the Movie Theatre you can watch any of the endings over and over again. Tiger's is one of the best in there.





KUMA

He's the son of Heihachi's original Kuma, and is training to defeat his arch enemy – Paul Phoenix! Kuma has some more cheeky moves in *Tekken 3*, and can even do a dance!



PANDA

If you use a kick button to select Kuma, you get Panda – Ling Xiaoyu's school pet and Kuma's love. Panda has all of the same techniques as Kuma, but looks cooler while fighting because of the way the model's been rounded off.

HEIHACHI MISHIMA

The head of the Mishima financial empire and master of lightning powers. Now working towards world peace with his private army – the Tekken Force – or so he says. Heihachi may look old, but he's more powerful than ever.



GUN JACK

After Jack 2's destruction, the young girl he rescued in the *Tekken 2* introduction sequence (she's now 27) rebuilt him as the new Gun Jack. But there's still a bit of a problem – his original calm, friendly personality is missing.



TRUE OGRE

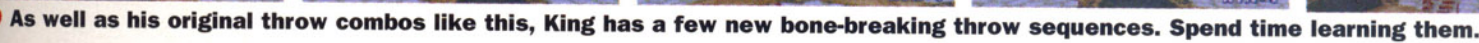
Ogre's final form is so big that the backgrounds are removed so that the PlayStation can handle him! He can use all of standard Ogre's moves, as well as being able to breathe fire on his human opponents.

ANNA WILLIAMS

Nina Williams' mysterious sister who has also been kept frozen in deep sleep for the last 19 years. In *Tekken 3* she plays in exactly the same way as Nina does, but wears a natty dress instead. She also has some saucy win poses and a bit of a naughty end sequence, as she did in *Tekken 2*.







As well as his original throw combos like this, King has a few new bone-breaking throw sequences. Spend time learning them.

GOING, GOING, GON!

In Japan, Gon is a very popular comic book character. The magazine he's in sells over a million copies a week. He's a tiny monster with boxing gloves, and a bunch of cheeky but useful moves. Gon even breathes fire on his opponents!



Gon's fire breath sends players flying!

Naughty little Gon even farts on other fighters. Prrrrp!



Who could this super-hidden fighter be? We're not revealing too much quite yet, but remember – CVG got him first!

EXIT THE TEKKEN

PlayStation *Tekken 3* will be here in September, and you can bet your bottom pound that it will be absolutely enormous. Meantime we'll be covering the game in detail so that everyone's prepared for *Tekken 3*'s UK invasion. By the time it comes out over here, you'll all be gagging to beat the God Of Fighting's brains out!





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From the people that gave you *Wave Race* comes the most realistic snowboarding game ever! Big air! Powder! It's all here, man!



It may look deadly, but you can land any jump.

Ever since the launch of the N64, Nintendo have been criticised by more mature players for making games that are just too kiddy. *Goldeneye* changed that to some extent by bringing in a bit of shoot-'em-up danger, something that parents might not approve of. Now, as well as danger, Nintendo is using sheer, out-and-out cool to bring in the older gamer with *1080°*, the most realistic, playable and gorgeous-to-look-at snowboarding game ever created. If this doesn't get the club crowd hooked on Nintendo, nothing will! CVG has spoken!

A PISTE OF THE ACTION

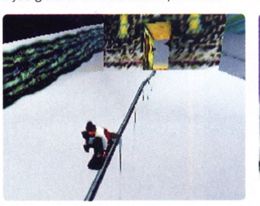
1080° offers options to practise or compete in downhill races, trick competitions and combinations of the two. You can control any of five characters, all with different abilities, and put them on simulated versions of seven of the latest boards. All this detail is in there for a reason – to make the control feel as true to the real thing as possible. In fact, that's one of the things that makes *1080°* such a great game, so let's talk about that first.



Watch every replay for some awesome action.

GETTING THE BALANCE RIGHT

We've played other snowboarding games on the PlayStation and N64, but *1080°* is the first game that makes you feel like you're controlling the character, rather than just steering the board. Using the 3D Stick, you learn to compensate for every little bump and corner, and even the consistency of the snow. You can perform tight turns when you need them, rather than slow traversing, and if you grind to a halt a little tap forward gets you moving again. The Z trigger makes your 'boarder crouch, so they can go faster, and so they flex their knees to land after a big jump. The A and B buttons make them jump and grab the board for some stunt action, and the right shoulder button rotates the board on the snow or in mid-air. These simple controls will get you racing down slopes in no time, but the next step is to start performing tricks.





TWEAK THE STIFFY – HMM, MELANCHOLY

When it comes to tricks, *1080°* is a lot more realistic than *Cool Boarders* – there are no 2000°-plus turns here! This is down to two things. You can't power up the jump button to the ridiculous levels of CB, and if you don't release the jump button a few seconds after first pressing it, your guy returns to the standing position and doesn't jump. The next challenge involves some complex combos that have been giving certain CVG players serious thumb ache. Simple moves like tail grabs or a tweak require only a direction plus the B button, but things get difficult when you want to perform a spin. To pull a 360° rotation press the right shoulder button, followed by a full clockwise, or anti-clockwise rotation on the control stick. 540°s, 720°s and the incredible 1080° spins are even tougher, but all the more exciting.



String the moves together to rack up the really big combo points.



Big air helps for really long combos, but you run the risk of a bad landing.



It's good to start with a grab and then a 360°. After that, just go crazy.





ALL THE YOUNG DUDES

Before you race you've got to pick a character and choose a board. The character select screen is cool. It's a 3D ski lodge where the 'boarding crew are hanging out, just waiting to be picked for outdoor duties. They're a flash bunch, too. Every one of them is decked out in Tommy Hilfiger gear, and they get their pick of eight Lamar snowboards, each with its own strengths and weaknesses.



Dion Blaster

The UK is represented by one Dion Blaster. Each 'boarder has different skills and Dion is extremely fast, but weak on jumps and has poor balance.



Ricky Winterborn

The Canadian is a favourite for any course involving tricks, especially the Half Pipe course. His technique is excellent, but he's a little slower than the others.





Akari Hayami

The sole female 'boarder hails from Japan. Akari is weak on power and speed, but very strong in all other areas. Another good choice for the Half Pipe.





Kensuke Kimachi

Another Japanese 'boarder, who's competent in all areas, but not the best in any. Kensuke is a good choice for beginners and wears a tall, funny hat.





Rob Haywood

The American representative. He's fast and has good technique, and he's not too bad in the other categories as well. Again, a good choice for beginners.



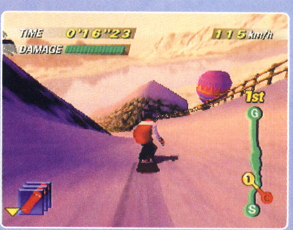




TAKE TO THE SLOPES

There are six slopes in *1080°*. At first only four are available to race on, but access is granted to the other two when you beat the computer racer on the Hard and Expert skill settings. Don't be fooled into thinking you have to race the same courses over and over again. The second you enter the Hard mode you'll notice the differences – the weather, plus the fact that rival boarders are just that little bit quicker.







Just like *Wave Race*, courses are replayed at various times of day in changeable weather.



Another huge drop, this cliff face is a rather extreme shortcut at the start of the fifth course.

FOR SHOW-OFFS AND EXPERTS

There are two more courses, but these are solely for performing tricks. Take to the Half Pipe in Trick Attack mode and you get 45 seconds to get to the finish line, pulling off as many airborne stunt combinations as possible on the way. Air Make is a huge, indoor ski-jump; launch yourself off the end and you get lots of air to make the biggest combo possible before landing. But no matter how fancy your stunts are, they're worthless if they're followed by a pathetic face-plant. Staying upright is essential!









The Air Make ramp is incredibly steep. It's easy to do cool moves, but landing...?

Half Pipe is insanely addictive, as it's so easy to push yourself a little more.







Deep Powder, with sunlight poking through the trees. Magical.

NOW WITH RUMBLERAMA

Just like the water in *Wave Race*, the snow in *1080°* is a natural element, and you must be aware of the different surfaces of the courses. Besides various types of snow, such as deep powder and compact piste there's also gravel, rock, tarmac, ice and wood, all of which can play havoc with your balance and have a dramatic effect on your speed. If the snow is actually falling, it can also affect your vision. If you're having trouble spotting the differences between the surfaces you can slot in a Rumble Pak and FEEL the effect!





The rocky surface makes the Rumble Pak go nuts. If only you could get back on the safe snow.

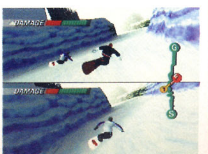
WINTER WONDERLAND

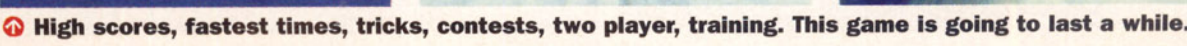
We're running out of space, so we'll quickly finish off this first look with a more detailed round-up of the six different game modes. Match Race is pure racing, you versus computer opponents in the normal, hard and expert categories. Time Attack is you versus the clock, but there's not enough time on the clock to finish the course, so you have to pass checkpoints along the way to win extra seconds. Trick Attack allows you to tackle any course and try to notch up as many stunt points as possible. And Contest is a mixture of five speed slopes and trick courses. Red and blue flags are placed around each slope and, to stay in the game, you've got to follow them. Again, you don't have enough time on the clock to make it all the way down, but every flag you pass gives you an extra two seconds. Lastly there's a training mode to help you learn the tricks and a two player versus option, where it's you versus a friend in a cool split-screen, head-to-head battle.







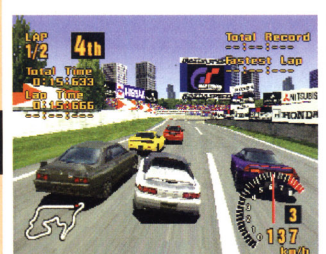


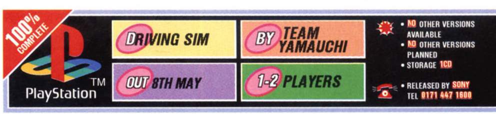


High scores, fastest times, tricks, contests, two player, training. This game is going to last a while.

BOARD TO BE WILD

1080° is available on Japanese import, and we'll be covering it more fully when it is available officially later in the year. Let's hope this isn't going to be another dodgy *Wave Race*-style PAL translation. 'Boarders with borders ain't cool!



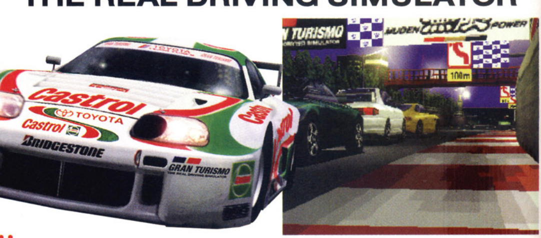


We've already covered this hotly awaited PlayStation racer extensively, but seeing as it's out in May (woo hoo!) here's a final update before next month's review.

GRAN TURISMO

THE REAL DRIVING SIMULATOR

While PlayStation third-party support continues to grow, the European market has yet to see any real quality emerge from Sony's in-house teams. *Wild Arms* and *Parappa* were huge in the Far East, but made very little impression sales-wise over here, despite rave reviews. But now it looks like Sony's Team Yamauchi boys have created a driving game that will be as popular in Torquay as it is in Tokyo – their eagerly awaited *Gran Turismo* is every boy racer's dream. Buy a second-hand, clapped-out old banger and customise it into a motoring beast worthy of a *Max Power* cover story. Then cane it around all kinds of exotic-looking circuits leaving others trailing in your wake. All you need now is a car sticker saying "Honk if you love speed" and you're away.



LET'S GET THIS STRAIGHT!







The debate about the number of cars in *Gran Turismo* remains unsolved. It was originally reported that there were over 300, but this dwindled to 150 at one point before shooting back up to the rather vague 'over 250'. Our own research suggests that there are at least 160 different cars and Sony's claim of 'over 250' rests on the fact that the vast majority of the cars have an alternative bodyshell. These new looks for the car can only be bought once every other upgrade is fixed onto the vehicle, and usually only increase the speed by a fraction. But as it's purely for aesthetic pleasure, it should at least impress all of the Southend-in-my-Escort-convertible cruisers who decide to buy this!

MY SKODA VS YOUR TWIN TURBO LADA

One of the features that has made *GT* such a hit in Japan (as well as in the USA and UK, via importers) is the ability to collect a whole fleet of hot cars by winning races and spending the prize money on new motors. Even better, you can save your collection to a memory card, take it around to your mate's house and race your cars against his in a two-player drive-athon. There's no reason to do this other than gaining ultimate 'smug grin' value, but it's well worth seeing your pal's so-called 'Aston Martin Wonder Wagon' coming a cropper against your puny Toyota!



You join us as we prepare for Ed and Steve's monster race...



Steve takes a dodgy line into the corner and Ed roars past...



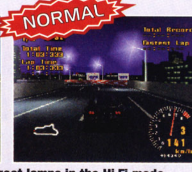
Hold on! Ed's looking shaky through the chicane...

SUPER HIGH-RES MODE!

For all those who consider themselves to be true *Gran Turismo* masters, the Hi-Fi mode should be one of the goals you aim for. For a start it's only accessible through the Arcade Mode. Select that and you are presented with a screen showing you the four circuits. You basically have to win each course on the Easy setting to access the extra four, and then beat all of those again on the Hard skill level! It's not easy, but the reward is worth it. Hi-Fi mode is a super-high-res version of main game, which runs at a super-smooth 60 frames per second! The downside is that some graphical touches are lost in the process, but they're only things like beams of light from street lamps and smoke emissions from the car tyres as you skid around a nasty hairpin. Take a look at our comparison pictures to see for yourselves.

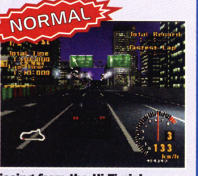






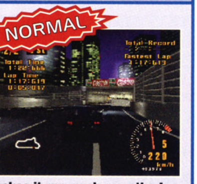
No lighting effects on the street lamps in the Hi-Fi mode.





Look at the huge skyscraper missing from the Hi-Fi pic!





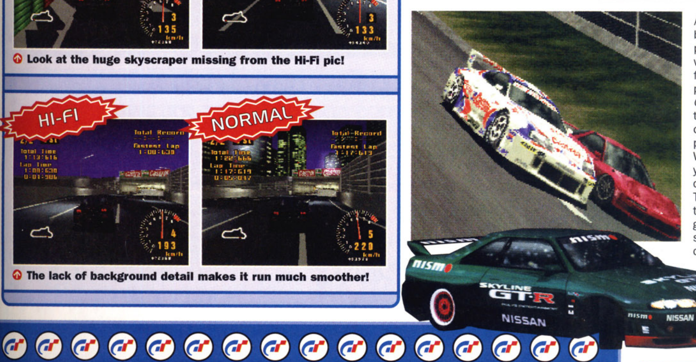
The lack of background detail makes it run much smoother!

THAT'S SHOCKING!



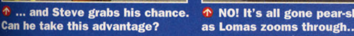
Gran Turismo was the first game to be compatible with Sony's Dual Shock joypads, and, would you believe it, these new controllers will be hitting our shelves on the very same day as *GT*. These are almost the same as the original Analog Pads, except that they have cooler thumbsticks and they now vibrate, N64 Rumble Pak-style. To feel how much they enhance the game, buy a second-hand Mitsubishi GTO Twin-Turbo and get ready to race. As you pull away from the start you get a slight shudder as the engine kicks into life. Cruise into a major hairpin and the car shakes quite violently, and it really starts to judder if you let it spin out. And if you drive over the rumble strips as you pull away from the the corners the pad goes into a tremblin' frenzy!

CAN'T EVEN GIVE THEM AWAY!



As well as being able to buy new cars, accomplished drivers can also win them! To get your free cars you have to play the game in full-on *Gran Turismo* mode, then win the championship races to get prize money and points. When you've done that you'll be given other cars as bonus prizes. These are not available to buy anywhere in the game! The freebie cars start off being really dire, but the further you get into the game, the more impressive they become.





... and Steve grabs his chance. Can he take this advantage?



NO! It's all gone pear-shaped as Lomas zooms through...

... and rubs it in by reversing over the finishing line. Git.

START YOUR ENGINES...

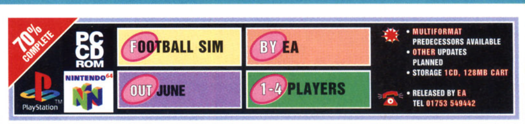
Anticipation for this game is reaching fever pitch, and judging by the letters and E-mails we've received, May 8th cannot come quickly enough for many PS fans. We're reviewing the finished British version next month – be there!





CVG presents four pages of football titles worth looking out for, as the World Cup comes crashing onto a games console near you! Altogether now: the referee's a...



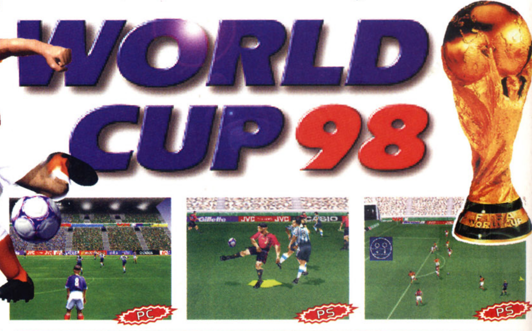


The official licence is also the latest in EA's best selling *FIFA* series. Motty and Co brush off their phrase books as we go football mad!

WORLD CUP 98

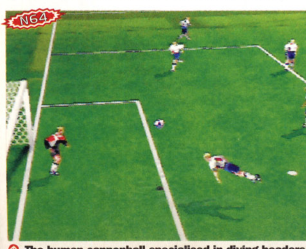


This latest version of *FIFA* looks like being the most visually impressive to date. It benefits from a revised engine and many gameplay tweaks. EA have also gone mad on commentators, with no less than five big names working on the title. Motty and Des return and in come Gary Lineker, Chris Waddle and Kenneth "They think it's all over...it is now!" Wolstenholme, too! Niggles from the first game – like it being too slow – have been countered. There's also a speed setting.





The player animation is very realistic indeed.



The human cannonball specialised in diving headers.

ANYTHING ELSE?

There's loads more to this game. It seems to be some sort of fad, but there is a classic teams mode where you can play as some of the great teams of the past and even those that didn't qualify for past championships have made it into the final build.

For those that want a little extra, there is also a World Cup Trivia game included to test your knowledge! Motion capture is also specific to certain players, with the foreign stars and best English players having trademark moves to themselves.



Despite the fuzzy graphics, N64 *World Cup '98* still looks very impressive.





85% COMPLETE | PlayStation | PC CD ROM | FOOTBALL SIM | BY Z-AXIS | OUT MAY | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY BMG
- TEL 0171 384 7500

Jules Rimet still gleaming! Although BMG couldn't get the official World Cup tag, they opted for the next best thing in the Official England Team Game!

THREE LIONS



Who can forget Euro '96? Even those who do not follow football got into the spirit of things as the whole nation got behind the squad. "I still see that tackle by Moore, and Lineker score..." was ringing around pubs, houses and football clubs around the country. Obviously, BMG aren't expecting to sell many games in Scotland, Wales or Ireland with *Three Lions*, but they have been included by programmers Z-Axis. *Three Lions* also features classic teams from yesteryear, with England's triumphant '66 team and the 1970 Brazilian side, possibly the greatest team ever. It doesn't have commentary as such, just players shouting at each other and the ability to change tactics during the actual game rather than pausing. With the game virtually complete, we'll have the full review next month.









All unmarked grabs are of the PlayStation version.

READY, AIM, FIRE!

Taking a shot in *Three Lions* is slightly different to most football games. As you approach the goal, you'll notice a small target moving around between the sticks. Basically, this is where you shot is going to end up. Moving the pad left and right or up and down alters the position of this target, and it's down to you to make sure your shots are heading goalwards, but away from the goalkeeper. It's harder than it sounds.






PlayStation owners have been crying out for a decent football management game since day one. *Premier Manager '98* will almost certainly silence their cries.

PREMIER MANAGER '98

***Premier Manager* on the PC is one of the greatest management games, and indeed gained a CVG High Five for its troubles. Which is why we're very much looking forward to this PlayStation conversion. With Anco's frankly awful *Player Manager* the only other rival it, Gremlin's title will probably be crowned as an instant King! It will feature a completely up-to-date set of statistics, compiled by the people at Goal! magazine, so the players from each team will have realistic ranks and scores. It also uses the *Actua Soccer 2* engine for all the in-game sections, which show particularly good moves, shots and goals. Barry Davies still provides the commentary for all those hungry for classic quotes. We can hear those clichés already...**





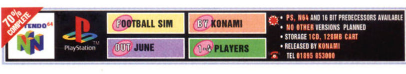


The matches are viewed using the *Actua Soccer 2* engine. You can't control players during the game, but can predetermine their style and tactics.

MANAGER OF THE MONTH

There are two styles of managerial jobs you can undertake in this game. The first is simply *Premier Manager*, which lets you take control of any team you like, with a fair old budget and a squad full of class players. The simulation option is far more challenging and realistic. You have to start by taking charge of a lower league team and lead them to relative success. Offers will come in from other clubs based on your skills, with your ultimate aim being to take charge of a Premiership winning team.



As far as we're concerned, *ISS 64* was – and still is – the greatest football game on any format. But will this update be enough to convince the doubters?

ISS '98

Usually, these updates are little more than gameplay tweaks or an additional game mode added. But it's these finishing touches that can greatly improve a game. And if this is the case with *ISS*, then let's just say that it'll be bloody good. There are now 54 teams in the game and an extra four stadiums (taking it up to eight). Little touches in the game have also been improved. You can now control the height of long balls, and players have different height and build which affects the way they play and move around the pitch. The rather patronising commentary from the first game has been replaced by the slightly more mellow tones of Tony Gubba. The referee and linesmen are on the pitch at all times and when it's raining, there's even spray on the ball as it's passed between players.



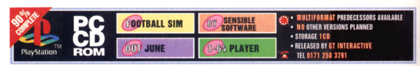
England against Germany... ahhh, how the memories flood back. Oi, Gareth...nooooo!



WHAT MADE IT SO COOL?

ISS 64 is one of the only football games where you can score from getting to the by-line and crossing the ball over for on rushing strikers. The intelligence of the other players means that as you muscle your way into the box, players hold off and wait for a cut back while the striker might run in anticipation for a cross to the back post. When you're bearing down on the opposition's defence, players will make overlapping runs and peel away from defenders. If you would want a player to make a run for you, then he can do it in *ISS*. It's simple, but incredibly effective.



One of the classic football games returns with an all new engine, but the same old Sensible attention to detail. If you want realism, then *Sensi* is unmatched.

SENSIBLE SOCCER WORLD CUP '98

The guys down at Sensible Software are real football fans. They play, they watch and they even sponsor the local non-league side! This, in short, is the key to their success in the football market. Now they look to have gone one better, and made the ultimate soccer sim. It's unique in that you can make up your own tactics and save them off to use in times of need. If you want to give Berger a free role, or make Shearer pick the ball up from deep, it can be done. Again, it has one button for everything (shooting, passing, tackling), but the additional 'B' button adds a speed burst to let you gain an extra yard on defenders or intercept the ball. To keep the World Cup feeling going, you can also recreate the upcoming tournament as well!



IS THAT A WIG?

You may not be able to see the players' faces, but in *Sensi*, identifying a player is easy. The hardcore supporters will clock this just by the player's number, but others will see it from the hair colour of their favourite player. If that isn't enough, the skin colour will determine which member of your team has just slammed in a 40-yard thunderbolt. You can also customise a team, giving you the chance to play as the pub side.



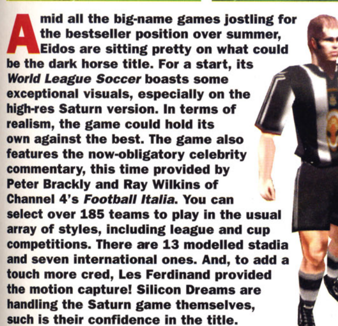


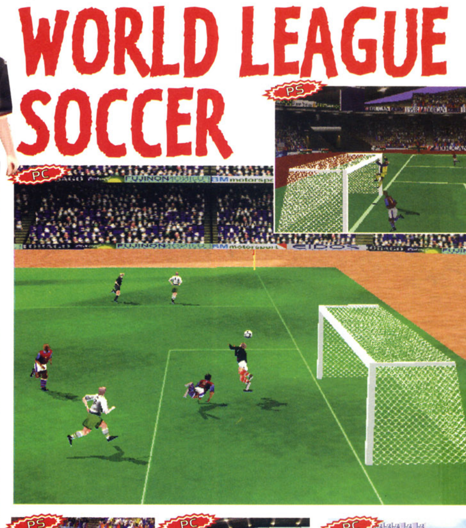


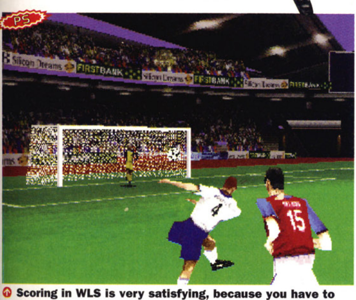
The team that brought Eidos the immensely playable *Soccer '97* return with what could be their coup de grace. Keep an eye on this one, it could surprise

WORLD LEAGUE SOCCER

Amid all the big-name games jostling for the bestseller position over summer, Eidos are sitting pretty on what could be the dark horse title. For a start, its *World League Soccer* boasts some exceptional visuals, especially on the high-res Saturn version. In terms of realism, the game could hold its own against the best. The game also features the now-obligatory celebrity commentary, this time provided by Peter Brackly and Ray Wilkins of Channel 4's *Football Italia*. You can select over 185 teams to play in the usual array of styles, including league and cup competitions. There are 13 modelled stadia and seven international ones. And, to add a touch more cred, Les Ferdinand provided the motion capture! Silicon Dreams are handling the Saturn game themselves, such is their confidence in the title.







Scoring in WLS is very satisfying, because you have to build the whole move up, rather than one lucky shot.



VIVA FOOTBALL

The most important factor in a new football game's sales success is getting a good name with your brand. Games like *FIFA* and *Sensi* sell on the basis of this. And with *Viva Football*, Virgin are taking the first step in establishing a new brand. It's not due for release until the third quarter of this year – maybe to coincide with the new football season – and if early indications are anything to go by, it could be big. An entire team was called in to provide help, analysis and motion capture and, instead of opting for the celeb commentary, they have chosen to have just players calling for the ball instead.

85% COMPLETE | PC CD ROM | BOARD GAME | BY HASBRO | OUT NOW | 1-4 PLAYERS

WORLD CUP MONOPOLY

For those that find the rigours of actually playing football too boring, you'll be pleased to know that, courtesy of Hasbro, you'll be able to take part in *World Cup Monopoly!* It's basically the classic board game, but with football teams replacing the traditional street names. And the quality of the teams also represents their place on the board. Obviously Brazil are in Mayfair, and (this is not a joke) Scotland are in the Old Kent Road! The railway stations have become French Football stadiums but the Jail is still there just for the England fans!



Do not go into penalties.

70% COMPLETE | PlayStation | FOOTBALL SIM | BY PSYGNOSIS | OUT MAY | 1-2 PLAYERS

ADIDAS POWER SOCCER '98

After the dismal *Power Soccer 2*, Psygnosis had to do something new in order to get some credibility back for their licence. As a result, *Power Soccer 2* has undergone a major overhaul and has a new game engine. It also has an improved database, so all of the players will act and play like their real-life counterparts. We'll have more next month.



This will be better...



...than *Power Soccer 2*.


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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION





90% COMPLETE
PlayStation

SHOOTING | BY NAMCO
JUNE RELEASE | 1-2 PLAYERS

- ARCADE ORIGINAL STILL AROUND
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY SONY TEL 0171 447 1600

So you bought *Time Crisis*, and now you're itching for another great PlayStation shooter. Trust Namco to deliver another bullet-frenzy treat.



If you've never heard of *Point Blank* before, get down to your nearest arcade and check it out as soon as possible – you've been missing out. Although *Point Blank* is getting on a bit now, its shooting games are still in a league of their own. This is the greatest fairground shooting gallery in existence! There are over a hundred different challenges waiting to be tackled. Fiendish is an accurate word to describe the game. Things start off easy enough, but once you move up the grades, the challenges get tougher and tougher. Most importantly this game is FUN! The graphics may be cute, but once you pop (some caps) you just won't stop.

STEP RIGHT UP, AND WIN A PRIZE


Shoot the cow. Really!



Over 100 stages.



Cause loads of damage.

There are over 100 challenges in *Point Blank*, ranging from simple to "that's impossible!". By the time you've finished playing the game, you'll have mastered them all. The cool thing is, playing in arcade mode, no two games are the same as the challenges are selected randomly. Here are just a few of the challenges heading your way soon.



Shoot 15 moving targets in 20 seconds. Dirty Harry's favourite.



One bullet, now shoot that bottle before it hits the ground.



One of the toughest challenges in the game. Shoot the tiny fly, who is very fast. That background doesn't make it any easier.

Shoot eight matching targets in 15 seconds. Simple?

MORE THAN JUST AN ARCADE GAME!

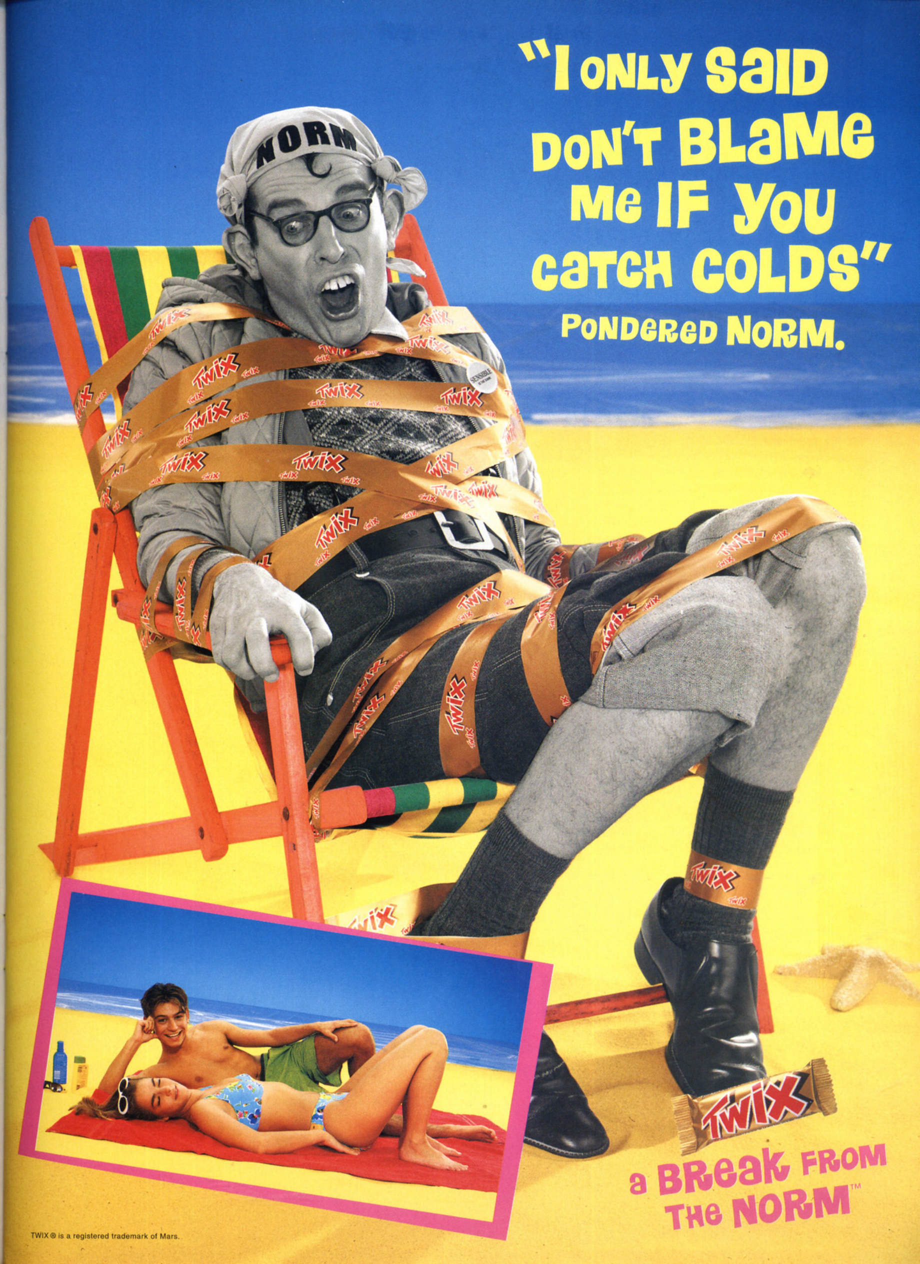

Their screams indicate they've met a boss.

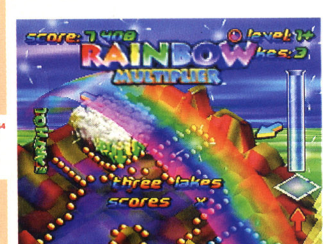
No Namco game would be complete without all new home features, and *Point Blank* is no exception. At the start-up screen, you get the chance to select arcade or arrange. The latter brings you to this little section – complete with practice and party modes – where you can improve your skills, and battle it out amongst friends. Then there's the special mode. Which plays just like the arcade game, but with loads of new challenges.

Strangest of the lot is Point Blank Island, a mini-RPG game. Dr Dan and Dr Don have been employed by a guy called Quickbuck to find the legendary Gunball – whatever that is. Each boss you encounter challenges you to a fight, which is then resolved by completing a standard *Point Blank* challenge. The cool thing is that you have to guide the explorers around the screen by shooting in the direction you want them to travel. As they encounter more enemies, their experience levels and gold increase. Thank you, Namco.

GO FOR YOUR GUNS

This is the only gun game you'll need, until Namco decide to spoil us again in the future, and it's coming to your home. You've got just over a month to start saying your goodbyes to *Time Crisis*.


"I ONLY SAID DON'T BLAME ME IF YOU CATCH COLDS"
PONDERED NORM.
NORM
TWIX
a BREAK FROM THE NORM™
TWIX ® is a registered trademark of Mars.



90% COMPLETE

NINTENDO 64

PUZZLE GAME	BY ZEDTWO
MAY RELEASE	1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128 MB CART
- RELEASED BY OCEAN TEL 0161 832 6633

Every games machine needs a good puzzle game to go with it. Well now it seems the N64 will have two!

wetrix

This is a puzzle game with a unique twist. Instead of stacking blocks in a well, you need to create landscapes which can hold lakes of water. The more lakes you create, the more points you get. Of course, as well as the standard shapes which raise and lower the land, there are all manner of power-ups to cause problems later on, such as the ice cube which freezes everything, and the bomb which explodes areas of land. These holes need to be patched up – leak too much water and it's Game Over!

TWO MEN IN A TUB



Player one's water bar is almost full!

Wetrix also has a two-player split screen mode so that you can go against your friends. The rules are just the same, and the only competition is seeing who can last longest before overflowing. Hopefully some more multiplayer features will be added to the final game to spice up the action.



EARTHQUAKE!

You can't just build massive towers to store your water in because of the Earthquake Meter down the left-hand side of the screen. With each block you drop on top of another it goes up slightly, eventually triggering a massive explosion which destroys almost all your hard work. Try to create lots of low-level pools instead to avoid these problems.





"WET" DO I DO?

The idea of *Wetrix* is as simple as they come – create pools of water, then evaporate them.



Bombs destroy bits of your land. Dropping them down holes makes more appear!

The ice cubes appear occasionally and freeze your pools solid. Hope for a flame.



These red 'up' arrows raise the land underneath them.



Keep the pools sealed so they don't leak off the edge.



If the ball of flame touches a pool, it evaporates all the water in it. Keep emptying and filling to get more points.

EXCELLENT OPTION SCREEN!

Respect is due to whoever designed Wetrix's main menu screen. We spent ages playing around with it before starting the game itself. The options are represented by small floating toys, each of which can be made to bob up and down by moving the 3D Stick. Waves roll around the puddle and a satisfying splosh noise rings out each time you move something.

JUST "WET" A LITTLE BIT LONGER

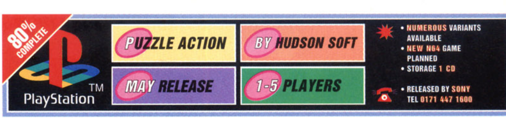
Wetrix is practically finished, so we should have a version for review very soon. We're wetting ourselves in anticipation.





POLICE REPORT
Accident Report / RTA-1156
Date: 23rd January 1998
Time: 16.28 hrs
Injuries: None
Driver's Statement:
"I was just trying a hard right, like turn 12 of the Swedish Stage in V-Rally. The Subaru never does that".
GMP/RTA/R11-675
60 tracks (mud, slush and gravel come as standard).
11 seriously-tweaked official rally cars.
Unpredictable weather conditions and pretty evil driving terrain.
Split-screen means you can humiliate your mates from the comfort of your own armchair.
A totally realistic driving experience.
Official PlayStation Magazine 9/10
PlayStation Plus 94%
Coming soon on
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ocean
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HEART RACING ACTION
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He's graced every other console and brought millions of players joy. Now B-man makes a PlayStation debut and proves it really is a...

BOMBERMAN WORLD

He's been around for a decade and has appeared on nearly every console in that time, but now *Bomberman* is making up for lost ground. He hit a sticky patch on the N64 last year with a game that strayed away from everything that made *Bomberman* great. Namely simple gameplay and an awesome multiplayer mode – both these elements are back for *Bomberman World.* But in an ongoing quest to breathe new life into the series, Hudson have opted for an isometric viewpoint this time. Does it work? Are *Bomberman*'s greatest games behind him? Judging from this, we expect the B-man to be with us for quite a while yet.

I WAS FLAT BUT NOW I'M ROUND

The isometric perspective employed in *BW* suggests that the game is trying to find a happy medium between *Bomberman* games of old and his 64-bit adventure.

The viewpoint works, but it takes a little while to get used to. On later levels this camera angle is well utilised when enemies can attack from higher platforms.

Judging from this and the Nintendo game, though, Bomberman's clearly finding it hard trying to exist in, and compete against, 3D games.







It's pretty easy to see enemies and bombs here.

THE OLD FAVOURITES RETURN

Like all other *Bomberman* games since the year dot, the new version is made up of several seperate modes of play. You get the single player story mode, where our B-man must battle to save worlds from the evil B-men. The challenge mode is just that – a two or five minute challenge where you try to clear a heavily guarded room and defeat a boss in the alloted time. There are bonuses to collect and extra points be won for time remaining. Finally, there's the battle mode, where you and four friends can battle it out in a variety of arenas. There are lots of options to play around with in this mode and they allow different weapons to appear. The number of rounds won constitutes victory.



The battle mode is back to how it should be – 10 arenas, and lots of power-ups to fight over.



THE NEW STYLE

So what's changed? What element is going to convince the B veterans and the newcomers to want to play the latest installment of the Man? Not a great deal, we're afraid, just a few minor additions.

There's a new bomb that can cause mass mayhem – the spiked bomb, which is the most powerful bomb the series has seen. It has the range of a power bomb, but the blast is not prevented from expanding by a destructible wall – it continues until it reaches an indestructible object. If your enemy has these, you're in trouble.

There are also several mini games that play similarly to an electric stick challenge, where B races through the course to collect bonuses, but he's not allowed to touch the sides.













There's a little monkey that hides in a tree, throwing bananas at you. Go blow him up if you like!

BOOM-BYE-YAH!

Those starved of *Bomberman* on the PlayStation will be glad to hear that Sony are releasing the game very soon. It may not be his greatest adventure, but he's still got the classic multi-player skills!


THIS PICTURE IS BROUGHT TO YOU BY BLOODY ROAR. THE GAME THAT TURNS MEN INTO CRAZED, SLOBBERING ANIMALS.
Ever mutated into a punching, kicking, biting gorilla? No? Then welcome to Bloody Roar. Official Playstation Magazine gave it 8 out of 10 and called it 'an absolutely top-notch beat'em up.' Playstation Plus said it's 'fast and sexy' and 'top class' and gave it 93%. But then they could have been talking about the girl, not the game.
Hyper Beast Duel
BLOODY ROAR
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Three new titles this month including a reprinting of the classic Violent Cases, a collection of Preacher short stories, and another ruckus as those Aliens and Predator fight.
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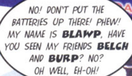


ASCII ENHANCED CONTROL PAD

Who designs these things? The enhanced control pad features a one-piece 360° directional disc, to eliminate thumb fatigue apparently, and an extra-long cord, described as "an added edge for success" (eh?), plus a whole host of little switches. Available from all good retailers.







LOST IN SPACE MOVIE TOYS

The movie is still a few months away, but the toys will be hitting the shelves soon, and here's the proof. The ships are pretty cool, but that talking yellow thing – whatthehellisthat! Flush them all down the toilet, video it, and tell your friends you've filmed the sequel.
Toy Options 0161 633 9800, Deluxe Bubble Fighter, Large Jupiter 2, Talking Blawp, Transforming Space Blaster and Giant Basic Movie Robot available soon, prices TBA.







SIMPSONS 3D CHESS SET
Heh heh, it's the Simpsons and chess. Two products that were destined to go hand in hand. It's funny because it's true! The whole family is there, twice, but sadly no Monty Burns or Ned Flanders or Chief Wiggum or...
£29.99 Really Useful Games
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EN GARDE, MAN!

I'M JUST A PAWN IN YOUR SIDE! AHH, THAT WAS LAME, EVEN BY MY OWN MEDIOCRE STANDARDS! HOW DO YOU PLAY THIS STUPID GAME ANYWAY?

BAH, I'M OUT OF THE GAME ALREADY. BOO HOO, NO ONE CARES ABOUT US OLD FOLK ANY MORE, WE'RE JUST RELEGATED TO THE SIDELINES. NEVER MIND, I'M OFF TO WATCH **MATLOCK**!

WHY HAVE THEY GIVEN ALL US OLDIES THE SPEECH BUBBLES? OH, MY MISTAKE, THIS IS A THOUGHT BUBBLE... DON'T THEY KNOW THE SIMPSONS ARE INCAPABLE OF THOUGHT?

HUNGRY HIPPOS
The classic game that's guaranteed to give anyone over the age of five an intense headache after 10 seconds of play. These hippos need feeding with marbles, but they also have a habit of chewing little fingers. And you thought Mouse Trap was dangerous!
MB Games £14.99 available at all good toy stores Luke and his X-Wing just crash landed as we were taking the picture, and Ernie rushed to the scene in his car to see what all the fuss was about.

IT'S NO USE MASTER YODA. IT'S JUST TOO BIG TO GET OUT OF THE **SWAMP**. WAIT A MINUTE, YOU'RE NOT YODA, WHERE AM I? I'M ON THE **WRONG SET**!

GEE, BERT, THAT IS WHY YOU FAIL!

DANCE EJAY
The latest, simplest way to make bangin' hardcore choons. The box states you can make tunes in seconds, which is a slight exaggeration. There's 1,250 samples for you to play around with, all recorded at 140 bpm, plus you can import and record your own PC.wav files. Still, get out your white gloves, get a mate on the dimmer switch and you're raving!
£24.99 by Fast Trak Software, 01923 495 496
internet address: www.fasttrak.co.uk

CHEATWELL GAMES -
They may not have the recognition of a Scrabble or Monopoly, but this bunch of games will provide hours of fun, with a selection for the family and some naughty games for adults, plus a murder mystery to solve in the circus. Who cares if they come in horrible-looking boxes?
Cheatwell Games, Family and Spice games £5.00 each, Death in the Ring £9.99







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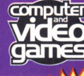
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ISSUE No. 199 OUT ON 13TH MAY



BACK ISSUES!





World exclusive playtest of *Resident Evil 2*! Players guides to *Tomb Raider 2*, *Diddy Kong Racing*, *Sonic R* and *MK 4*, cool free stickers and the first review of N64 *Nagano Winter Olympics*!



Massive report on the HOTTEST games coming in 1998 - including *Tekken 3*, *F-Zero X*, *Metal Gear Solid*, *Sentinel Returns*, and *Xenogears*. The ultimate guide to this year.



Resident Evil 2, Gran Turismo, Yoshi's Story, Mystical Ninja Goemon, Sega Rally 2, F-Zero X, Snowboarding 1080°, WCW Vs NWO, Street Fighter Collection.



Yoshi's Story, Resident Evil 2, Panzer Dragoon Saga, Quake 2 guide, Grand Theft Auto tips, Gran Turismo, Battlezone, Forsaken, Alundra, Bust-A-Move, Motorhead, Gex 2, more!

IF YOU DON'T HAVE EVERY ISSUE...



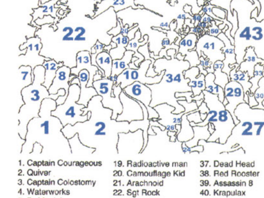
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15. CVG
16. The Comedian
17. Martini Man
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19. Radioactive man
20. Camouflage Kid
21. Arachnoid
22. Sgt Rock
23. Blind Spot
24. Vanishing Lad
25. Pinky
26. Brain
27. Vax
28. Gestapo Girl
29. Techno Fear
30. Latex Lass
31. Axel Pressbutton
32. Rapunzel
33. Firestarter
34. The Communizer
35. Doc Halitosis
36. Abscess
37. Dead Head
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39. Assassin 8
40. Krapulax
41. Aggro
42. Nick O' Teen
43. The Galaxian
44. Neon Wrist
45. Bulemia
46. Voluptua
47. Wam
48. Bam
49. Thank You Mam
50. Kanibaal
51. Contorta
52. The King
53. Wipeout
54. Tax Man

Dear Newsagent,
The gargantuan battle between good and evil raging in the streets means that I may not be able to get a copy of Computer and Video Games straight away. Please reserve me a copy so that I may retrieve it at any time.

NAME ....

ADDRESS ....

SIGNED .... DATE ....



CHECKPOINT

This month's events and software releases at a glance. **April-May**

IN ASSOCIATION WITH **electronics boutique**

If you aren't excited about the games coming out this month, you deserve to be shot with a *Resident Evil 2* style rocket launcher! Palms should be sweating NOW!

These have to be the biggest two months in this year's gaming calender so far. The life-span of this month's Checkpoint sees some of the most eagerly-awaited games ever. *Resident Evil 2*, *Burning Rangers*, and *Yoshi's Story* hit the shops in April and *Gran Turismo* in May. PC owners can look forward to the awesome *Motorhead* and *Forsaken* in April and May respectively. Basically, no matter what machine you own, a Must-Have game is appearing this month. And with a further £5 off with CVG and Electronics Boutique, you have no excuses whatsoever!

E3

May 28-30
Atlanta

As all the journos and execs prepare for three days of hell, the public waits with bated breath to find out what's in store at this year's E3. We can but guess, but we're hoping to see Sony's new PlayStation add-on and maybe *Turok 2*, *Mario 64 2*, *Parasite Eve* and *Metal Gear Solid*. Oh, and a new machine from Sega perhaps? Whatever happens, you can bet your bottom dollar it's going to be huge!







RESIDENT EVIL 2

We couldn't really NOT offer you a competition for this now could we? And we thought of all the usual things, like draw a new weapon blah blah, but that's all really boring. So, instead we want you to do this. You know how you always look like grim death in the morning...almost zombie-like. Well, we want you to send in the most awful pictures (preferably of parents or brothers/sisters) of people who've just woken up. Oh, and by the way, you have to be over 18 to enter, because that's the rating the game will get. Mark entries to **KNOCKING ON DEATH'S DOOR.**

BURNING RANGERS

The latest game from Sonic Team is this firefighting effort. And we're giving three of you lucky lot the chance to own one as soon as it hits the shelves on the 24th April. And seeing how cool the official artwork is for the game, we want to you to come up with your own *Burning Rangers* artwork. If it's in a Manga style, then even better! No tracings are allowed and basically this is a showcase to see who really can draw out there. Only the best will doodle-do. Mark your drawing and works of art to **OPEN MY MASTERPIECE NOW, FOOLS!**

GOEMON 64

The next big(ish) release for N64 comes in the form of Konami's own blue-haired boy, and you can win yourself a copy this month. With so many 3D platform games around at the moment, we decided to have a sort of mini Melting Pot for this compo. We simply want you to come up with a cool little sub game for Goemon and his pals that should go into this title. Who knows, they might never make another one. But anyway, humour is of paramount importance so make sure it's got laughs in it. The rest is up to you. **THAT BLUE-HAIRED BOY** is the address you should put on the envelope.

Send entries as soon as possible to:

**CHECKPOINT #198 FREEBIES,
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LONDON, E14 9TZ**

APRIL-MAY SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED It's hot, so buy it! BLUE Avoid like the plague!

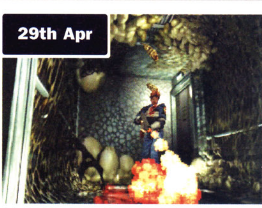
GAME NAME	COMPANY	FORMAT
3rd April 1998		
Pitfall 3D	Activision	PlayStation
Dark Omen: Warhammer	EA	PlayStation
Diablo	EA	PlayStation
Reboot	EA	PlayStation
Armour Command	Take 2	PC CD-ROM
Need for Speed 3	EA	PlayStation
Jet Rider 2	Sony	PlayStation
Theme Hospital	EA	PlayStation
9th April		
Soul Blade: Platinum	Sony	PlayStation
10th April		
Yoshi's Story	THE Games	Nintendo 64
House of the Dead	Sega	Saturn
Cyberstorm 2	Sierra	PC CD-ROM
17th April		
Premier Manager '98	Gremlin	PlayStation
Three Lions: England's Glory	BMG	PC CD-ROM
24th April		
Men in Black	Gremlin	PlayStation
Lucky Luke	Infogrames	PlayStation
Motorhead	Gremlin	PlayStation/PC CD-ROM
Street Fighter Collection	Virgin	PlayStation
Burning Rangers	Sega	Saturn
29th April		
Resident Evil 2	Virgin	PlayStation
April (no set release)		
Triple Play '99	EA	PlayStation
Xenocracy	Grolier	PlayStation
Goemon	Konami	Game Boy
Addiction	Microprose	PC CD-ROM
Nine-One-One	Take 2	PC CD-ROM
Redneck Rampage 2	Interplay	PC CD-ROM
Alundra	Psygnosis	PlayStation
Descent Freespace	Interplay	PC CD-ROM
Micro Machines V3	Codemasters	PC CD-ROM
Might and Magic 6	Ubi-Soft	PC CD-ROM
Acclaim Sports Soccer	Acclaim	Nintendo 64
Treasures of the Deep	Sony	PlayStation
Goemon	Konami	Nintendo 64

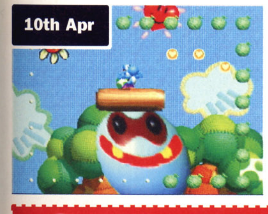


KEY: **RED** It's hot, so buy it! **BLUE** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
Wario Land 2	THE Games	Game Boy
1st May		
N20	Gremlin	PlayStation
Cart World Series	Sony	PlayStation
Pet in TV	Sony	PlayStation
Cardinal Syn	Sony	PlayStation
Wrecking Crew	Telstar	PlayStation
8th May		
Blast Radius	Sony	PlayStation
Klonoa	Sony	PlayStation
Gran Turismo	Sony	PlayStation
15th May		
Pulse	Sony	PlayStation
Kula World	Sony	PlayStation
Riven	Sega	Saturn
Ghost in the Shell	Sony	PlayStation
22nd May		
World League Soccer	Sega	Saturn
Wetrix	Ocean	Nintendo 64
Sierra Pro Pilot	Sierra	PC CD-ROM
29th May		
Actua Tennis	Gremlin	PlayStation/PC CD-ROM
Total NBA '98	Sony	PlayStation
Hardwar	Gremlin	PC CD-ROM
Medievil	Sony	PlayStation
Spice World	Sony	PlayStation
May (no set release)		
Forsaken	Acclaim	PlayStation/PC CD-ROM
Batman and Robin	Acclaim	PlayStation
Spirit Masters	Acclaim	PlayStation
Constructor	Acclaim	PlayStation
Falcon 4.0	Microprose	PC CD-ROM
Wrecking Balls	Acclaim	Nintendo 64
World League Soccer	Eidos	PlayStation


24th Apr


29th Apr


10th Apr



6th May

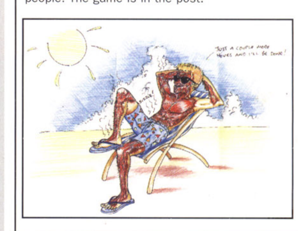


WINNERS! WINNERS!

BLOODY ROAR

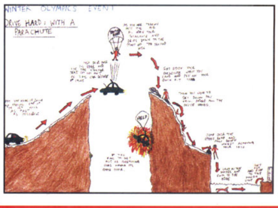


A lack of photographs for this compo, but nevertheless we still had some really funny drawings showing the worst cases of sunburn. A special mention must go to Gregory Lawson, who sent in some rather strange pictures of his mum (enough said), but we couldn't print any of those. Our three winners are Scott Prince (with his bum out), Philip Concannon and Khalid Khandker. Well done, people. The game is in the post.



WINTER HEAT

After hours of curling throughout the Winter Olympics, we were refreshed to see that so many of you could come up with new ideas for an event. However, most of them involved melting ice with farts and such like. Drive Hard with a Parachute (below) was one of the funniest, so Andrew Stephens is one of our winners. The other two are Gary Morris for his novel way of melting snowmen and Mark, who designed a comic strip. We lost your address Mark, so can you get in touch with us, and we'll sort it out.



NAGANO WINTER OLYMPICS

Finally, you had to come up with a limerick about Eddie Edwards for our final competition this month. It was a pretty poor effort to be honest, but we did manage to find three good entries. Phil Burn and Carl Holding are two of the winners, and the third prize goes to Jeremy Billiald for this effort:

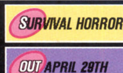
There once was a crap skier called Eddie,
Who had a small dog called Freddie,
One day on a run,
He got out his gun,
And then little Freddie was Deaddie.

So there you go. Funny, maybe.

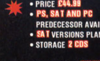












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Cock the Hammer – it's time for action! *Res Evil 2* is about to touch down in the UK, and CVG is waiting with a loaded 12-bore.

RESIDENT EVIL 2

Final checklist: Blood count? High. Mortality rate? Even higher. Decapitations? Frequent. Any sign of slightly deformed – maybe mutated – creatures lurking in the darkest corners of the Police Station? Err, check. And so ends the final programmers' meeting for *Resident Evil 2*. They've spent months and months making sure that zombies' heads explode with the kind squelch and general mess that the public wants. And that the arms and legs fall off after a particularly nasty shotgun blast.

This is the one you've all been waiting for. Once again you've entered the world of survival horror. Good luck...



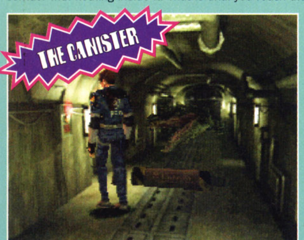


PASS WITH DISTINCTION

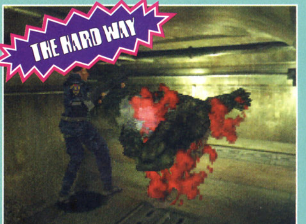
The key to discovering the secrets and cool stuff in this game is in the rank you get once you've finished a scenario. The two ranks you really need to get are A and B, as they unlock the secrets. To get a B score, you need to finish the game in under three hours and use a maximum of 12 save positions. For an A grade, you need to do exactly the same as before, except you cannot use any of the special weapons (ie the ones that take two memory slots). This is easier said than done until you get to the final boss, as the temptation is there to use the rocket launcher.

COME AND HAVE A GO!

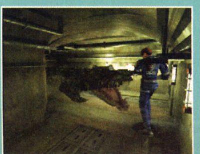
Fans of the original *Jaws* movie will be lapping this up! Stumbling into the water pool and the bottom of the sewage level reveals a long, winding corridor with nothing inside it. That is until you reach the end...



As soon as you have regained control of the character, run back along the corridor until you see the flashing light. Use your action button and the canister will roll out and into the path of the 'Gator. One shotgun round later...



Show your skill by taking on the over-grown lizard with everything you've got and live to tell the tale. There's no real surefire way of doing this, but just make sure that you don't let it get too close. And have at least two F-Aid sprays too.








I'VE GOT TO GO SIR!

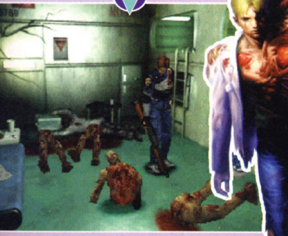
One trick that has remained from the original version is the "leave the room" tactic. If you're trying to conserve your ammo, some of the tougher enemies can be avoided altogether by leaving the room without killing them and returning. The very first Hunter can be side-stepped like this. Of course this doesn't work all the time but it's worth trying if you get a little stuck.





LAUGH 'TILL YOUR SIDES SPLIT





As the zombie staggers nearer, Leon aims the Shotgun and pumps the zombie with a stomach full of lead. As he mutilates the other zombie, the torso slowly crawls towards his feet! One handgun round to the head and it's bye bye!

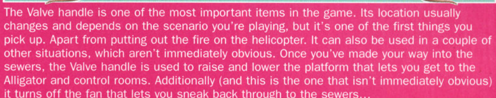
One of the most visually satisfying aspects of this game, is the ability you have to split the undead into two pieces. Doing this is pretty difficult as – more often than not – you'll simply find yourself blasting zombies rather than slicing them. But if you're lucky, one shotgun round aimed at the midriff is enough to carve a walking corpse!





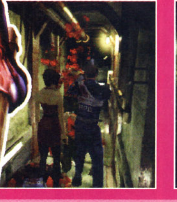
YER VALVE'S GONE GUV'

The Valve handle is one of the most important items in the game. Its location usually changes and depends on the scenario you're playing, but it's one of the first things you pick up. Apart from putting out the fire on the helicopter. It can also be used in a couple of other situations, which aren't immediately obvious. Once you've made your way into the sewers, the Valve handle is used to raise and lower the platform that lets you get to the Alligator and control rooms. Additionally (and this is the one that isn't immediately obvious) it turns off the fan that lets you sneak back through to the sewers...





Do you think that this guy is dead? The helicopter is just around the corner, so dispatch all of these bad guys before you attempt to put the fire out. The zombies in the pic below float after they're dead!

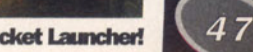






Remember this pool... **Another one bites the dust.** **Crow, meet Rocket Launcher!**





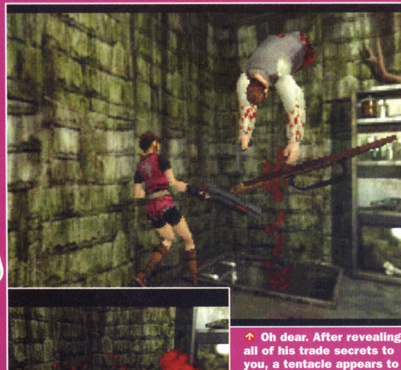


WHEN IT HITS THE FAN...

It turns out that the main culprit behind the chaos in Raccoon City is the Chief of Police, Brian Irons. Basically, he was working in secret with Umbrella and taking lots of envelopes from behind the radiator in order to keep the police away from their labs. But it all turned against him when Umbrella tried to take the T-Virus and it spread throughout the city. Playing as Claire, you get to meet the twisted man, and also see his grisly demise. There are two ways in which he kicks the bucket, both with ultimate gore satisfaction. These are really funny, but also damn scary!

Scenario one sees him being infected by William, and having a small mutant hatch from his chest.

Scenario two gives you the opportunity to watch Irons get dragged to his death by a huge tentacle, and half his body spat back up at you.

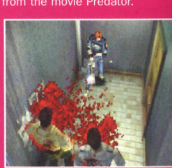


↑ Oh dear. After revealing all of his trade secrets to you, a tentacle appears to drag the chief away! One quick look...

← ...and the remains are gobbed back up by the beast! Obviously Mr Irons' legs had more use as toothpicks than his midriff.

LET THE GAT HUM

As well as the secret game modes, there are also other weapons to be had by completing the game in double quick time. By completing any original scenario for each character with a rank of B or higher, you get yourself a Rocket Launcher with infinite bullets to maim zombies with. When you start up the next game, it'll be located in the first weapon storage box you come across. Then, complete the second story for either character and you can expect a Gatling Gun with infinite bullets for your troubles! This is an extremely cool weapon, and with this pumping 10 rounds a second, you cannot fail to feel like Blain from the movie Predator.



↑ Nothing lives after the Gatling Gun whirrs into motion! Chew on this fools!

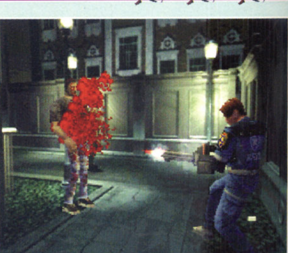


ONE HUNK OF A MAN

The first 'secret' game puts you in control of Hunk, who is a member of Umbrella's SWAT Team. This time however, your aim is to get from the sewers to the roof of the building, so you can escape with the Virus. It becomes a lot clearer once you've seen the rendered sequence about half way through the game, explaining how the T-Virus escapes and spreads into the city.

The second game is another variation of the Hunk game, but is called Tofu. And you control a bit of bean curd. The bean curd only has a minimal amount of weapons and ammo and is rock hard to complete. He turns red and starts puffing when energy is low even wears a beret. Quite why Capcom elected to put this is the game is a mystery, but nevertheless, it's a fun little quirk if you can be bothered to try and access it.



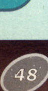


↑ More Gatling Gun action. Once this is up, you can go for Hunk, pictured far left.

← The Rocket Launcher with infinite ammo. One shot kills everything with this baby!

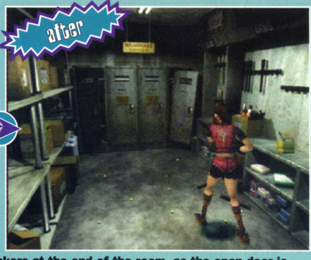
↓ And this is the mysterious To-Fu. Armed with only a knife, this is one rock hard sub game.









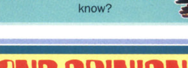



The weapon storage room? The big link are the lockers at the end of the room, as the open door is where you find the Sub Machine Gun in the final game. No dogs in here though.

So what ever happened to the version of *Resident Evil 2* that they scrapped? Now officially crowned as *Res Evil 1.5*, a 60-70% complete version still exists, which makes speculation rife as to its future. With no official word on what's going to happen to this disc, the very fact that it's still kicking around suggest to us that it could well be released as a special collectors edition or something similar? We also thought it may go straight to a budget range seeing as the game wasn't that finished? As you can see from our comparison shots, it seems that some of the elements were used in the final game, but how much was left out? Will we ever know?







Wow. This delivers everything I'd hoped for in a Resident Evil sequel. The graphics are amazing. They make the original seem sparse and almost redundant in comparison. I can't say that the gameplay has really been added to – there are some nice puzzles, but none that offer a huge leap over the original. For me it's the overall effect which is so satisfying. Little touches add to the atmosphere, like the way characters don't take their eyes off the dead, or the different ways they walk when injured. Even the variety in sounds for shooting and walking are amazing. Add the replay factor, some cool secrets, and everything that made the original great but significantly enhanced, and you've got another Must Have game.

ALEX HUHTALA

CVG OPINION

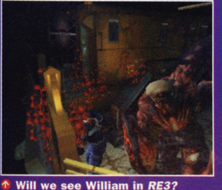
I would go as far to say that this is one of the most involving, scary, and outright awesome games I've ever played. Our forum page on Game Online has differing views on *RE2*, many complaining that it's too short. Initially, I would have to agree with them. However, once you start playing all of the scenarios, the plot changes and new locations or items really do make a difference. I never got bored playing through the mansions again, and there was always a nagging feeling inside that I had to find the secret weapons and hidden games. I don't think I've ever played a game as much as this, and quite simply cannot praise it enough. It proves that with a bit of thought, you can make games that feel like movies and this is a prime example. It's everything you hoped for and much more besides.

STEVE KEY



RESIDENT EVIL 3?

More speculation, but this time we have a bit of a hint to go on. Without wanting to spoil too much of the game for you, there are an absolute ton of loose ends at the end of *RE2*. Chris and Jill never make an appearance, which, considering that Claire is only in town to find her brother, means that there must be a next installment. Sherri makes it through as well, so what happens to her because she never finds out the whole story about her parents. Put it this way, it wouldn't surprise us if *RE3* was already in production.



Will we see William in *RE3*?



You're guaranteed plenty of this!



You knew this was going to be awesome and it most certainly is. You won't get much better on your PlayStation for a very long time.



NINTENDO 64	RPG PLATFORM	BY KCE OSAKA
	OUT APRIL	1 PLAYER

- PRICE £59.99
- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 128MBIT CART
- RELEASED BY KONAMI TEL 01895 853000

It might look like a *Mario 64* clone, but there's more to *Mystical Ninja* than jumping around platforms. The first N64 Action RPG is here, and it's really funky.



Mystical Ninja Starring Goemon

Nintendo die-hards will need no introduction to *Goemon* and Konami's *Mystical Ninja* series. But for the sake of the rest of you here's the deal. The *Goemon* games are comedy quest adventures set in ancient Japan, and star two thieves turned folk heroes, namely the spikey-haired Goemon and Ebisumaru, his rotund pal.

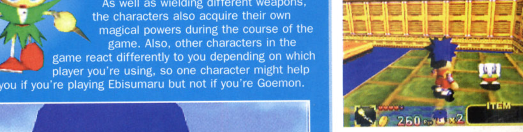
Action is based around solving puzzles, finding items and completing sub-quests for characters you meet along the way, but the games are full of platform-vaulting and smacking monsters over the head with sticks. In the Super NES *Goemon* games, the blend of tight action and imaginative adventure was perfect. Now Goemon has made the leap from 2D to 3D, and the effect is something special.

THE FOUR NINJAS



A strength of the *Mystical Ninja* series is the way you can switch between characters with different capabilities. The N64 game stars the full line-up of characters from the last Super NES game. Hard man Goemon and his comedy side-kick Ebisumaru are here. They're joined part-way through the game by Yae, a female secret agent, and Sasuke, a robot ninja.

As well as wielding different weapons, the characters also acquire their own magical powers during the course of the game. Also, other characters in the game react differently to you depending on which player you're using, so one character might help you if you're playing Ebisumaru but not if you're Goemon.





Meet Yae in Zazen Town.



Sasuke appears shortly after Yae, but he's lifeless until you find some batteries.



From the left, Sasuke, Yae, Goemon and Ebisumaru. Their new friend – the big guy in the back – is Giant Robot Impact, who is currently filming a movie in France. Apparently.







LOOK OUT – HE'S GOT A PIPE!


Goemon wields a pipe and throws gold coins. These are upgraded to an extending chain pipe (also serves as a grappling hook) and flaming coins.


Ebisumaru packs a 'saw hammer', and later on picks up a 'meat saw hammer' that turns smashed foes into nutritious dumplings!


Yae starts off with a sword, which she later learns to turn into a shield. She also gets a bazooka that fires three-way and homing shots.


Sasuke comes armed with kunai (ninja knives, later upgraded to freezing kunai) and cracker bombs, useful for smashing doors.

Within the walls of the towns, everyone is friendly enough. But out in the countryside bizarre mechanical monsters roam free, and self-defence becomes important. All the characters start with one weapon, but they find new ones as they progress. Combat is generally close-quarters stick-beating, but ranged weapons also turn up later on. The 3D view makes these tricky to aim, but it's manageable.




MYSTICAL NINJA POWERS

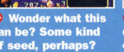

Goemon has to play a monster-smashing game to earn the right to wear this Crown of Strength.

Sasuke's challenge is to leap from platform to platform on this tall, rotating pillar. Then the Power Jump is his.


If Ebisumaru collects eight sweets from this giant cup-board he can get through tiny gaps.

If Yae can jump to the top of a waterfall she can transform into a mer-maid and find underwater secrets.

Each character has one magic power that gets them past impassable objects. Goemon's power is super strength, Ebisumaru's is the ability to shrink to mouse-size, Yae can transform into a mermaid and swim underwater, and Sasuke can earn a sort of jet pack that lets him jump extra high. This is all very convenient of course, but all magic abilities have to be earned by completing a sub-game. And though they look easy, some of them can be quite demanding.

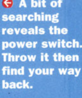
FIND THE CLUES



You need to get this camera from a fairground-style crane game, but the power is off.




A bit of searching reveals the power switch. Throw it then find your way back.





Now you can use the buttons to control the crane and retrieve the camera!



The puzzles in *Mystical Ninja* aren't that tough. If you're ever stuck for what to do, who to see, or where to visit next, just ask the people around and they'll give you a heavy-handed clue. Once you're in an enemy stronghold, most of the puzzles are to do with finding keys to doors, and you don't usually have far to look. Keep your eyes open for hidden stuff, too. There are lots of extra lives, health-boosting cat charms and life-restoring dumplings hidden about the place.


Wonder what this can be? Some kind of seed, perhaps?

What happens if I drop it on this patch of earth?

Way-hey! It's a magical plant full of lovely goodies!



YAE'S FLUTE OF FLIGHT

In previous *Goemon* games you had to travel around Japan by boat, or by being shot out of a cannon. This time around you're going first class – on dragon-back! Unfortunately this dragon has been hypnotised and is rampaging about the skies. But once you've destroyed the boss controlling it, the dragon becomes more co-operative. It gives you a flute, and when Yae plays it, the dragon arrives to take you to any town, castle or coffee shop you've already visited.



Yae just has to play a few notes...

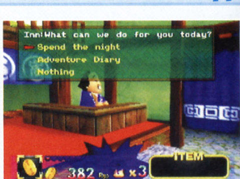


... and Koryuta the Dragon arrives.

GOEMON TRADING ESTATE



A night at an inn restores mind and body. You can also save your game here.



Golden armour gives great protection but can you afford it?

As ever, duffed-up baddies drop Ryo medals, the local currency that comes in handy when you visit one of the many traders around. Feeling knackered? Visit a restaurant for some sushi, or spend a night at an inn. Worried about a forthcoming battle? Head down to your local armourer to pick up anything from a straw sombrero (cheap rubbish) to golden samurai armour (protects against eight hits!). Plus there are fortune tellers and the strange Plasma guy, who provide quest guidance for a small fee.



GIANT ROBOT WARS

Giant Robot Impact, last seen in *Mystical Ninja 2*, has returned to help the gang in their latest adventure. Whenever a similarly large alien robot appears, Goemon just has to blow on the Triton Shell to call Impact, then he climbs inside and starts the two-stage battle.

BATTLE STAGE ONE



Giant Robot Impact skates through this scrolling stage, destroying buildings and ground forces by firing medals at them, and smashing air defenses with his mighty pipe. Pipe-powered destruction fills up Impact's oil gauge (representing his stamina) and anything taken out with medals earns yet more medals.

BATTLE STAGE TWO



Impact squares off against his opponent and we get a cockpit view of the action. As well as his fists and feet he's armed with a medal launcher, a chain pipe and a laser. Simple button combos control the weapons, and it's fairly easy to use them to trounce any opponent. Drag them in with the chain pipe, then punch!




THE DANGEROUS ONES

Konami have always excelled when it comes to creating bosses and *Mystical Ninja*'s maintains the game creators' usual standard of style and ingenuity. But once you've worked out a strategy they're not terribly difficult to beat.



An easy one to kick off. Just keep smacking the spot under King Robot Congo's chin to beat him.



This one takes teamwork. Ebisumaru uses his camera to reveal Dharumanyo's heart, then Goemon attacks it.



The traditional *Mystical Ninja* plate-spinning boss The tactics are always the same – knock 'em straight back!

LET'S START OUR JOURNEY AS WE WHISTLE ALONG

Mystical Ninja has its own theme song which features at the beginning of the game and at certain dramatic moments. The singing is in Japanese, but English subtitles appear to tell you what the song is about... sort of. These are literal translations so the songs come across as being peculiar. Lyrics like 'Even if the harsh winds were to take you away, live your life the way YOU want it, that is the destiny for many' wouldn't be out of place in the average Eurovision entry. The difference is that these tunes are all very catchy indeed and we can't get them out of our heads!



There's a message for us all there.



Maybe it loses something in the translation.

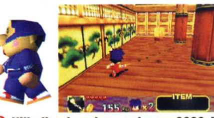


Harsh winds, yes. We must beware of them.






Sigh. Another night in a single bed.



Kill alien invaders and earn ££££s!



Eek! Mechanical dumpling beasts!

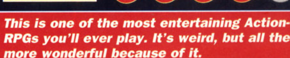


So... hot... Water...!

CVG OPINION

This is a great game but I can imagine it being ignored by the masses just because it looks a bit different. Mystical Ninja has a very strong Japanese flavour, and the direct translation of the storyline, the dialogue, and even the jokes has left it looking and feeling quite surreal. If you're prepared to cut it some slack and play along, though, it's a really entertaining adventure, with loads of combat and platform action and excellent surprises along the route. Also the quest is enormous, with only the slightest hint of linearity. The graphical style is great – the scenery is detailed, and the characters are superbly rendered. The 3D isn't quite as smooth as *Mario 64*'s, but the layout of the rooms means there are fewer ambiguous-looking jumps. So, don't be put off by your prejudices – make this the most popular *Mystical Ninja* game yet. It deserves your support!

PAUL GLANCEY



This is one of the most entertaining Action-RPGs you'll ever play. It's weird, but all the more wonderful because of it.

NINTENDO 64

REVIEW






FUTURIST DRIVING	BY DIGITAL ILLUSIONS		• PRICE £29.99, £44.99 • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY GREMLIN TEL 0114 275 3423
OUT APRIL	1-8 PLAYERS		

If you PC owners are feeling hard done by as the PlayStation gets *Gran Turismo*, rejoice. *Motorhead* is your chance to swoon over some awesome graphics in a driving game.

Motorhead

HIGH VELOCITY ENTERTAINMENT

Gremlin are taking a huge risk by pitching *Motorhead* against *Gran Turismo*, but it shows the confidence they have in their product. This futuristic racing title is in a similar mould to *Pod*, but it's far more stylish and enjoyable. *Motorhead* programmers Digital Illusions, who also made *True Pinball* and *Benefactor*, have been working on this for nearly two years now, but it hasn't been until the last couple of months that we at CVG have been treated to a look at it.

The main selling point of *Motorhead* for Gremlin is the game's emphasis on speed. The PlayStation version runs at 50 frames per second and the graphics-accelerated (and UNACCELERATED!) PC versions are bound to impress. Take a butcher's at these screen shots and you get an idea of how good the graphics are.



YOU DON'T NEED THE CASH

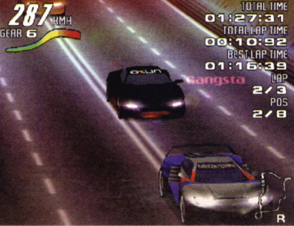
One of the good things about PC *Motorhead* is that you don't need a top-spec machine to play. Having a 3D accelerator card will help you get the most out of this game, but any games-grade Pentium machine will still be able to run an extremely quick and graphically very detailed version of the game.



The lighting on the PC version is awesome.



Missing the split under the garage is fatal.



Cameras are fixed all around the track and replays can be viewed from virtually any angle.

HOW DOES THE GAME WORK?

There are various game modes you can play in *Motorhead*, but the main one is the League game. After naming your car and making a team for yourself (you can also select the specific colour of your car, if you want to distinguish teams in multiplayer), you enter the lowest *Motorhead* division. This is where the game really revs up and gets going.



If you hit the ramp with the car at an angle, you end up in a major pile up!




LEAGUES 3, TRACKS 8

The first league has only two tracks in it, and these are fairly easy to complete. If you finish first or second in this competition, you're promoted to the next division and get three new cars and a couple of extra tracks to play as a reward. This second league is where the difficulty setting is way beyond the first. If you can't get up to speed quickly enough at this level, you'll find yourself being relegated back to the bottom division. But if or when you make it to the final league, more cars and tracks open up and become accessible.





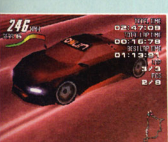


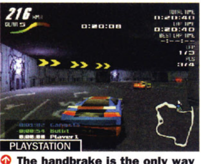
THE CARS

It's important that you pick the right cars for the right tracks, as some of the circuits are made for speed rather than expert cornering. Of the 10 cars available to you, only three are selectable from the start. Once you start driving, you soon realise that certain cars are more suited to your own style of driving. The first few vehicles are all easy to take around corners, but aren't that powerful when it comes to top speed. The more advanced cars have a whopping maximum speed, as well as tyres that stick to the tarmac like glue. But you have to be in the top leagues to win these.

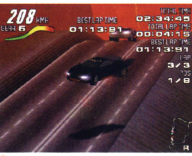




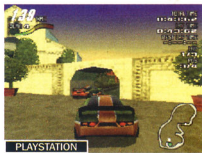




The handbrake is the only way to make these turns in one piece.



Regaining control of the car after this jump will be difficult.



There's only room for one person at a time under this bridge.



BANGIN' CHOONS. OH YES

In the CVG office, it's taken as gospel that a decent driving game will also have a thumping soundtrack, and *Motorhead* doesn't disappoint. The futuristic look of the game, the cool lighting and the smoothness of the graphics, especially on the PC version, fit the ambient-style music backing the earlier tracks. As you move on to the tougher races, the sounds become more up-tempo, adding to the excitement of the race. As a bonus, you can assign any music track to any circuit so you can always race to your favourite tune.



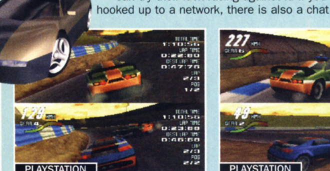
Even on the PlayStation the lighting effects are very impressive. The cars illuminate as they pass under lights.





MULTIPLAYER FOR THE LONERS!

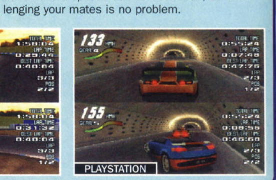
There is a strong multiplayer element to PC *Motorhead*, and up to eight players can compete over a LAN or modem connection. But Lone drivers can also experience the delights of this game. For a start you can record your entire race and save it to your hard drive. As well as being able to watch this again from a variety of flash camera angles, you can also race against a ghost which follows the route you recorded. If you think you've got a world-beating time, you can even e-mail this saved game to a friend, and they can try their luck racing against it! If you're hooked up to a network, there is also a chat option in the pre-race lobby where you can engage in friendly banter. Plus, a spectator option lets you race with any of the other competitors without you touching a button. The PlayStation version's multiplayer option isn't so comprehensive, but it does have a split-screen Versus mode, so challenging your mates is no problem.



PLAYSTATION



PLAYSTATION



PLAYSTATION

PLAYSTATION



VIEW FROM THE SIDELINE

As *Gran Turismo* will demonstrate, the replay option in driving games is just as important as the game itself nowadays. In the PC version, the recorded race can be played back and viewed from a variety of angles. You have the TV-style multiple views and the option to watch from the two standard camera angles, inside or outside of the car. These are the perspectives you can view from in the actual game. You'll be suitably impressed when you see this, trust us.



PLAYSTATION

The replays are a real eye-opener. Onlookers will be impressed.



PLAYSTATION

The brake lights of the cars ahead of you come on when they slow down.

One mis-judged corner and the whole race can be lost.



CVG OPINION

It's clear that Gremlin have a pretty awesome title on their hands in *Motorhead*. It's one of the most visually appealing driving games you're likely to find, certainly on the PC and maybe on the PlayStation as well. It's an immensely fast game, something you notice even with the first few cars, and there is hardly any sign of pop up. The soundtrack is also something I really liked, despite a few comments from passers-by about how it sounded like an 'Eighties disco'. The one major gripe I would have about the game is that it can seem a little bland at some points. There isn't too much going on in some of the stages, and if the other cars get too far in front then you find yourself going through the motions. There is a catch-up option, but this doesn't work in the league mode. Overall, however, *Motorhead* is a stylish racer, and one that I found impressive.

STEVE KEY









A worthy competitor for* Gran Turismo. *It looks amazing and plays extremely well, too. A must for fans of arcade-style racers.



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	MAY RELEASE	1-2 PLAYERS	

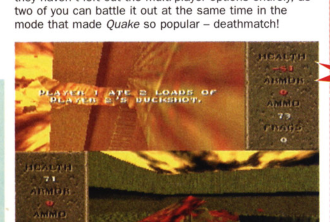
You've heard a lot about *Quake*'s dungeons recently, and now Nintendo 64 owners have the chance to experience them first hand.

QUAKE

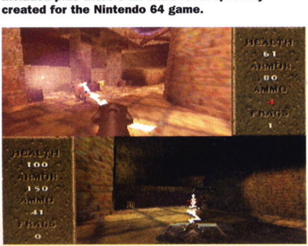
Quake is a game without a plot. It's got no intro, no 'bad guy', no main character, no reason for any of it being the way it is. The thing is, *Quake* doesn't need any of this. It's as pure as games come – some bloke in some places with some weapons killing some things. On the PC it's bigger than big, and it's one of the most popular subjects on the Internet. It has revolutionised PC gaming and is now heading to the Nintendo 64 with fancy new graphical features. But does it carry across the most important thing... the playability? Well, hold onto your rocket launchers, it's time to *Quake*!

I'M GONNA FRAG YO ASS!

One of the suggested reasons for *Quake*'s sudden leap up the release schedule is that Midway decided the proposed four-player split-screen mode would be impossible to get working at a decent speed. Thankfully they haven't left out the multi-player options entirely, as two of you can battle it out at the same time in the mode that made *Quake* so popular – deathmatch!



The six original deathmatch-only levels are included plus there's an extra level specially created for the Nintendo 64 game.



All of the deathmatch levels in N64 *Quake* are hundreds of times more interesting than *Goldeneye*'s. Well, we think so, anyway.

HOW TO PLAY... QUAKE

In case you have trouble working out what to do in *Quake*, even after you've read the instruction manual four times, here's a little explanation.



1 First of all, find a weapon – the bigger the better. These range from a standard axe to a meaty lightning gun.



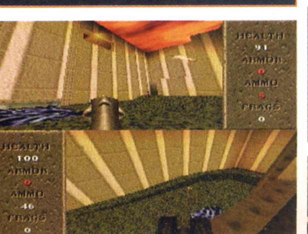
2 Get some health and armour so that you can last a bit longer against each level's wandering hellspawn.



3 Find some enemies and kill them with your weapon. They should turn into a bloody mess. If not, keep shooting.



4 Repeat the steps 1-3 until you find the exit. Go through to the next level.



In multiplayer mode, it can be a bit hard to see what's going on, and the frame rate is just jerky enough to cause a few problems, but otherwise there's a lot of fun to be had.









IT'S LIKE A DISCO IN HELL

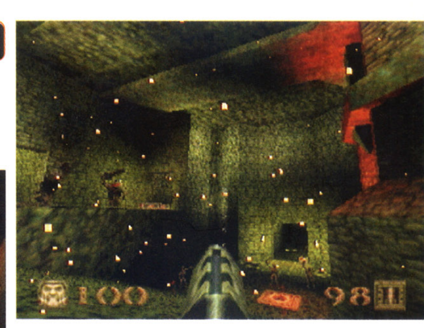
Nintendo 64 *Quake* uses some of the 3Dfx-enhanced PC version's techniques to create the great graphics. All of the textures are anti-aliased so that they look smoother, plus there are some great new coloured lighting effects. Unfortunately, the brilliant real-time effects of the Saturn version aren't used here, but the levels are lit in a new and very impressive way. Lava-filled areas glow red, watery sections are blue, and other colours are used to add atmosphere. Everything under these lights changes colour accordingly.





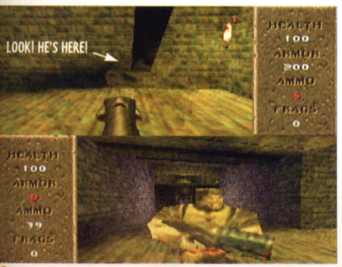








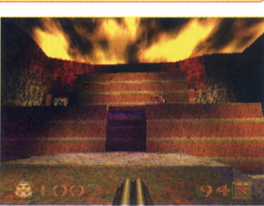




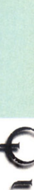
The Ring of Shadows power-up makes a player translucent and very hard to see. Look closely, then blow them to bits!

NOT ALL THERE

We always knew that it wouldn't be possible to fit all of *Quake* onto a relatively small Nintendo 64 cartridge, and the final version has a fair few features missing. First of all, seven levels have been removed entirely (still leaving 25), and practically every other one has been cut down. Normally these cuts are fairly small things like secret sections or unnecessary rooms, and they don't really affect the levels. Also, some of the larger areas have been reduced in size. The most noticeable times are when tall rooms or buildings have been shrunk, just as they were in the Saturn version.



Gloom Keep isn't as impressive from the outside as it was originally. It's now about half as tall as it used to be!

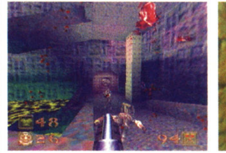









The foul Shub-Niggurath! Don't look at her or you'll go maaaad!





FEEL YOUR HANDS QUAKE

As with most Nintendo 64 games, *Quake* is compatible with the Rumble Pak. Every time you fire the pad shakes, and getting hit by grenades almost hurts for real.



You'll really feel this with a Rumble Pak!



Don't worry about the Fiend and Ogre above the Shambler, they're fighting one another and don't care about you.

MONSTER MASH

One technique which can come in extremely useful when playing on Hard or Nightmare difficulty is getting the baddies to fight among themselves. If one creature gets hit accidentally by another, it'll fight back. A battle to the death normally follows, which is both useful and fun to watch! Two monsters of the same race won't fight, except for the humans (they'll kill anything), but it's still a trick worth using. If you meet an Ogre, get another enemy between you and him and there's a good chance that a stray grenade will start them fighting.



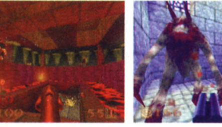


CVG OPINION

I was very impressed to find how close Nintendo 64 *Quake* is to the original PC game. Everything moves in pretty much the same way, and even little tricks such as the rocket jump are possible. The lack of levels is a bit disappointing, and it's a shame that some of the new features of the Saturn game weren't included (such as real-time coloured lighting and extra secret levels). *Quake 64*'s graphics are very impressive – there's lots of detail, the new lights look good (but a little TOO colourful at times) and it all moves around very smoothly. One point – make sure you turn off the 'Filter' option as it makes everything look very fuzzy otherwise. Two-player mode is fun, but the 3D stick doesn't let you turn as quickly as is often needed. Although you can only play with two people, the excellent level design makes *Quake* a good alternative to *Goldeneye* for death-matches. This game has everything going for it, except the N64 already has a brilliant selection of one-player corridor games, so *Quake* isn't going to stand out from the crowd as it should, no matter how great it is.

ED LOMAS

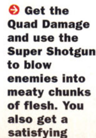








The bases are packed full of zombie human guards waiting to be gibbed.



Get the Quad Damage and use the Super Shotgun to blow enemies into meaty chunks of flesh. You also get a satisfying gurgling noise as they die.





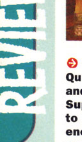




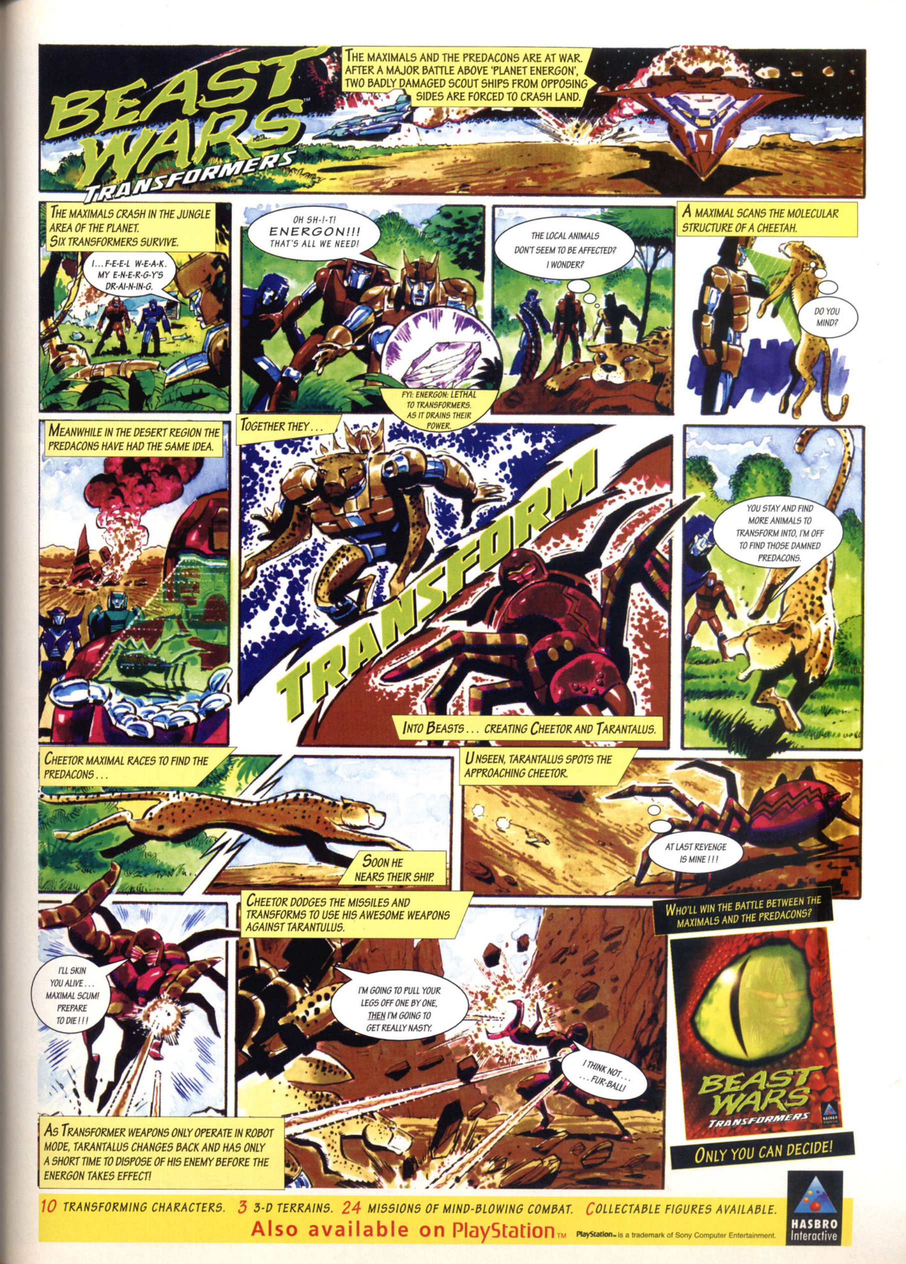




A brilliant version of one of the best games ever. Everyone should play this game at some time in their life.

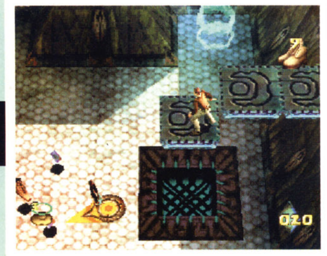


QUAKE



BEAST WARS TRANSFORMERS
THE MAXIMALS AND THE PREDACONS ARE AT WAR. AFTER A MAJOR BATTLE ABOVE 'PLANET ENERGON', TWO BADLY DAMAGED SCOUT SHIPS FROM OPPOSING SIDES ARE FORCED TO CRASH LAND.
THE MAXIMALS CRASH IN THE JUNGLE AREA OF THE PLANET. SIX TRANSFORMERS SURVIVE.
I... F-E-E-L W-E-A-K. MY E-N-E-R-G-Y'S DR-AI-N-IN-G.
OH SH-I-T! ENERGON!!! THAT'S ALL WE NEED!
FYI: ENERGON: LETHAL TO TRANSFORMERS, AS IT DRAINS THEIR POWER.
THE LOCAL ANIMALS DON'T SEEM TO BE AFFECTED? I WONDER?
A MAXIMAL SCANS THE MOLECULAR STRUCTURE OF A CHEETAH.
DO YOU MIND?
MEANWHILE IN THE DESERT REGION THE PREDACONS HAVE HAD THE SAME IDEA.
TOGETHER THEY...
TRANSFORM
INTO BEASTS... CREATING CHEETOR AND TARANTALUS.
YOU STAY AND FIND MORE ANIMALS TO TRANSFORM INTO, I'M OFF TO FIND THOSE DAMNED PREDACONS.
CHEETOR MAXIMAL RACES TO FIND THE PREDACONS...
SOON HE NEARS THEIR SHIP.
UNSEEN, TARANTALUS SPOTS THE APPROACHING CHEETOR.
AT LAST REVENGE IS MINE!!!
I'LL SKIN YOU ALIVE... MAXIMAL SCUM! PREPARE TO DIE!!!
CHEETOR DODGES THE MISSILES AND TRANSFORMS TO USE HIS AWESOME WEAPONS AGAINST TARANTULUS.
I'M GOING TO PULL YOUR LEGS OFF ONE BY ONE, THEN I'M GOING TO GET REALLY NASTY.
I THINK NOT... ...FUR-BALL!
AS TRANSFORMER WEAPONS ONLY OPERATE IN ROBOT MODE, TARANTALUS CHANGES BACK AND HAS ONLY A SHORT TIME TO DISPOSE OF HIS ENEMY BEFORE THE ENERGON TAKES EFFECT!
WHO'LL WIN THE BATTLE BETWEEN THE MAXIMALS AND THE PREDACONS?
BEAST WARS TRANSFORMERS
ONLY YOU CAN DECIDE!
10 TRANSFORMING CHARACTERS. 3 3-D TERRAINS. 24 MISSIONS OF MIND-BLOWING COMBAT. COLLECTABLE FIGURES AVAILABLE.
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HASBRO Interactive



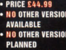












- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
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Pitfall Harry has had a son, and he's called Harry, too. And he swings from vines, just like his old man. Fantastic.

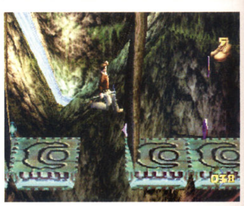


After *Quake 2*, *Hexen 2* and *Dark Reign*, you could be forgiven for thinking that Activision had put all PlayStation titles on the back burner. But while we all went mad for their impressive PC line up, they continued work on an update to their classic licence and now we have the end result.

It's the same old *Pitfall*, with Harry Jnr swinging across vines, jumping over lava and the usual stuff, but it's in glorious 3D! There's been a lack of true platform games lately, with the majority of coders going for a *Mario 64* style of game. Maybe *Pitfall* will bridge that gap.



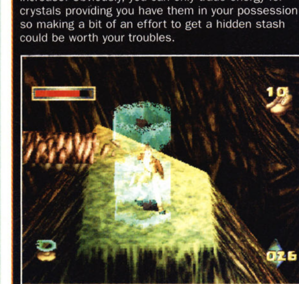


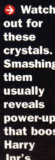


CHARGING ENERGY

As you guide Harry Jnr through the various stages, picking up the small crystals is very important. As well as giving you bonus points at the end of each level (which leads to bonus lives), they also act as a reserve supply of energy should you get into trouble. If you come across a small plume of swirling light tucked away in the corner of a level, walk into it (note the cool lighting) and you should see your crystal count decrease but your overall energy count increase. Obviously, you can only trade energy for crystals providing you have them in your possession so making a bit of an effort to get a hidden stash could be worth your troubles.







Watch out for these crystals. Smashing them usually reveals power-ups that boost Harry Jnr's health. Cool!

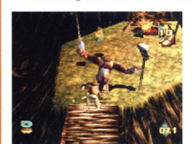






USING THE PICK AXE

The main weapon Harry Jnr has is the pick axe. He uses this to attack, and as an aid for getting across difficult chasms and gaps. When you come across hooks suspended in mid-air, all you have to do is jump onto them and Harry hooks himself onto the rail. From here you use the axe in a similar way to a vine, in that you swing backwards and forwards to gain a bit of momentum then jump off.



This chimp is a tough guy to get past. Use your roll to get as close as possible before you start hacking away like a madman.

FORK IN THE ROAD

The good thing about *Pitfall* is that you are constantly thinking whether or not you've covered all the areas in the level. While there is only one real route to a particular stage, the branches and splits in the path often lead to power ups, life, or that all-important energy recharge point. It's well worth exploring because you may well find secret rooms or caverns too. Scouting all angles is essential on the later stages because switches required to trigger, say, the power generators are located in the far reaches of the stages.

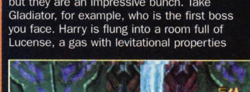




REVIEW

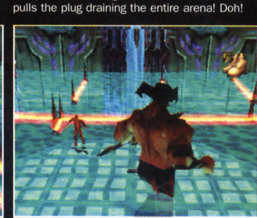
It's difficult enough to control Harry Jnr on the gas itself, let alone avoid laser beams and a boss!

ARE YOU A GLADIATOR?

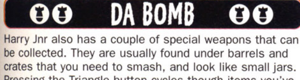


There are only three boss characters in *Pitfall*, but they are an impressive bunch. Take Gladiator, for example, who is the first boss you face. Harry is flung into a room full of Lucense, a gas with levitational properties which is the focal element of the game. Harry must float around the room and fill it with the gas so that Gladiator asphyxiates. However, if Harry takes too long to finish him off, Gladiator pulls the plug draining the entire arena! Doh!





DA BOMB

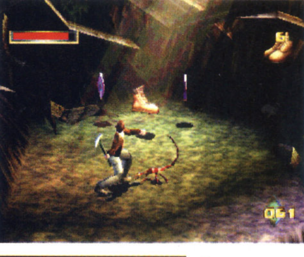


Harry Jnr also has a couple of special weapons that can be collected. They are usually found under barrels and crates that you need to smash, and look like small jars. Pressing the Triangle button cycles though items you've collected, and the Circle button uses them. You can pick up small shields which circle your body, acting as protection, bombs and energy power ups.









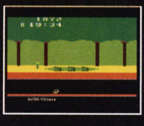


You climb into this machine to defeat the second boss. You only have a few shots to fire, and once they are spent, Harry is ejected from the hotseat and you have to do it again!

ORIGINAL AND BEST

For all the Retro freaks out there, you'll be pleased to know that you can play the original *Pitfall* game as a secret bonus. We won't reveal how to do it just yet, but in all honesty, having something like this is pretty pointless and serves only as a novelty.







This was the best thing ever 15 years ago. Back then only a madman loaded with booze would have dreamed about Pitfall in 3D, but today that madman's dreams have come true!







CVG OPINION

The first time I played this I was very impressed – the initial stages seemed imaginative and were just the right difficulty. Then it all seemed to go a little downhill. *Pitfall* is still a fun enough game, but it got too frustrating and repetitive to play for any length of time. The camera perspective often proves really annoying, as you think you're making a normal jump onto a ledge, but end up crashing to the floor in a heap of death. Some of the textures on the levels can be deceiving too, as you think you're jumping onto a solid ledge but it turns out to be part of the background. I really was looking forward to playing this, but ended up getting frustrated and wanting to switch it off.

STEVE KEY

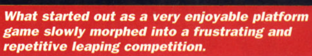
RATING











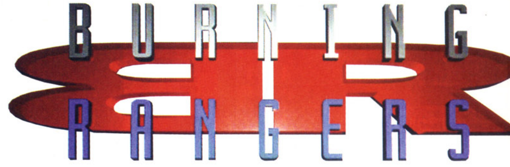
What started out as a very enjoyable platform game slowly morphed into a frustrating and repetitive leaping competition.



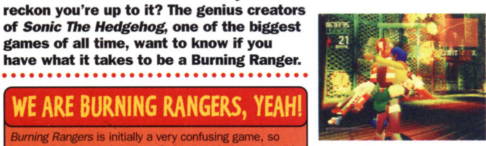
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The future needs you! Join the space-age Burning Rangers team in their battle to rescue civilians from crumbling infernos!



As a Burning Ranger, you will have to put the safety of others before your own life. You will have to master the use of a rocket pack, as well as a high-powered extinguisher cannon. You will have to battle giant robots and mutant plants. You will have to risk your life in rapidly disintegrating buildings. You will have to be the ultimate hero. Do you reckon you're up to it? The genius creators of *Sonic The Hedgehog*, one of the biggest games of all time, want to know if you have what it takes to be a Burning Ranger.





WE ARE BURNING RANGERS, YEAH!

Burning Rangers is initially a very confusing game, so here's a simple explanation of what you do in each level.

COLLECT CRYSTALS



The crystals work both as your energy, and to teleport civilians to safety. Some are found lying around, but you can get more by putting out fires. Beware, because the powered-up extinguisher shot can shatter nearby crystals.

PUT OUT FIRES




Use your powerful extinguisher gun to put out any fires you find. You can hold the button to charge up your shot, which gets rid of big groups of flames in one go. Beware of canisters packed full of explosives too.

RESCUE CIVILIANS



There are civilians dotted around the disintegrating buildings for you to save. You must have at least five crystals to be able to teleport each one to safety, but it's worth it – they each send you a "thank you" letter once you complete the game!

WATCH THE PRESSURE



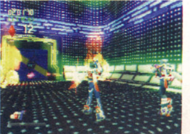
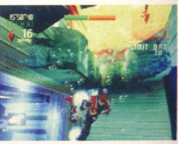
At the top of the screen is a red and green bar which moves up and down as you play. If it fills completely red, you'd better start moving as jets of flame burst out from the floor all around you for a few seconds. Keep putting fires out to lower the pressure. If you spend too long in a level and the meter reaches 100%, the building erupts in flame until you either die or complete the stage.



BEAT THE BOSS

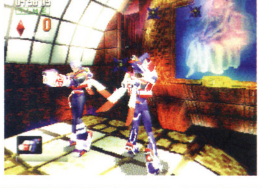


At the end of every building there's an enormous boss to destroy. These range from spitting plants to giant robots, but each has various weaknesses. After finishing one off you get given a rank based on your overall performance, meaning that you can challenge yourself to complete each level in loads of different ways

HUBBA HUBBA CHUGGA CHUGGA

Burning Rangers has some quite incredible special graphical effects. For a start, the coloured lighting is extremely impressive. All the flames around the levels give off a red glow which almost makes them feel hot. The construction of the buildings themselves is excellent too, from intricately detailed sections to massive arenas, many of which move around and collapse with the pressure of the fire.

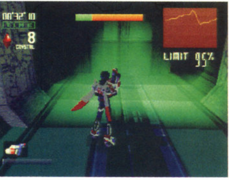








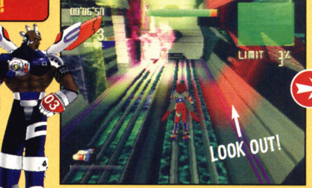


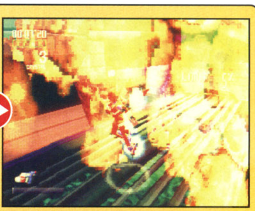


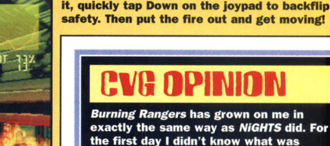
At the time of writing we've not had the chance to play a final English language version of *Burning Rangers*. Hopefully the story will be as good as the rest of the game.

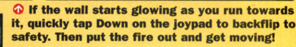
FEELING HOT HOT HOT!

While searching the buildings for survivors you'll find lots of rooms engulfed in flame. These are easy enough to avoid, but there are plenty of other opportunities for fires to start. The most common of these are jets of flame which burst out of the walls. To avoid them you need to watch out for glowing red patches then, as you hear the pressure build, quickly tap Down on the controller to jump backwards.

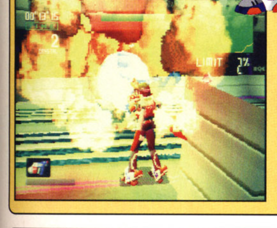








If the wall starts glowing as you run towards it, quickly tap Down on the joypad to backflip to safety. Then put the fire out and get moving!





!?! C'MERE... THERE'S MORE !?!

As with Sonic Team's *NiGHTS*, *Burning Rangers* really gets going once you've finished it. After going through once, take a look at the list of people you've rescued. There are over a hundred to be found, but nowhere near that number can be reached the first time through.

The second time you play a level you'll notice a few subtle differences with new survivors lying around. The third time there are much bigger changes as previously locked doors open to reveal completely new sections with new traps, enemies and survivors to find. As we understand it, Sonic Team have somehow made the game react to how well you play, and edit the levels accordingly.

The word from Japan is that there are well over 3000 (yes, THREE THOUSAND) different versions of the game for you to find! As well as challenging yourself to find all the survivors, you can also play to earn better grades by completing the various versions of the levels in different ways.

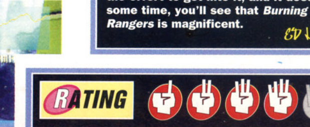




CVG OPINION

***Burning Rangers* has grown on me in exactly the same way as *NiGHTS* did. For the first day I didn't know what was going on at all, the graphics looked ropey and it all seemed very small and boring. But once I finished it and realised how little of the game I'd actually seen, I really got into it. Although the graphics can make it hard to see what's going on the game is very stylish. The look and feel is great, and there are loads of brilliant little touches such as the way rescued survivors send "thank you" letters. It's amazing when you come to play the game through for a second time and realise that parts are different, but after that it changes every time, always giving you something different to do. True, the graphics do often look a mess, and they do slow down at times, but once you get into the game they're not important. As with *NiGHTS*, if you make the effort to get into it, and it does take some time, you'll see that *Burning Rangers* is magnificent.**

ED LOMAS











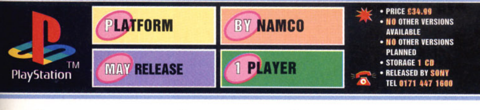


Another work of class from Sonic Team, but one that really does take time to get into. If you're a lazy git, play something else.









They've mastered every other genre on the PlayStation. Now the boys and girls at Namco tackle the platform game head on.

KLONOA
DOOR TO PHANTOMILE

True gamesplayers know that some styles never go out of fashion. Witness the brilliant *Castlevania: Symphony of the Night*, or *Sonic Jam* which was a major hit among Saturn owners who are still demanding a 2D Saturn *Sonic*. While there is no rightful place in the game stratosphere for the likes of *Johnny Bazookatone* or *Rayman*, *Klonoa* is a welcome addition.

MAGICAL WORLDS OF PHANTOMILE

The game features five different platform-packed lands for Klonoa to explore. It's quite easy to get through them, especially with the aid of the continues, but there are a few guaranteed Namco secrets to discover. For example, there are six villagers to rescue on each stage. What will happen when you rescue them all?

BREEZEGALE – THE WIND VILLAGE




↑ An easy level to start you off. On the right, Klonoa's riding a whirlwind up to a high ledge.

FORLOCK – THE TREE VILLAGE




↑ Release the tree-dwelling natives in this level and their anguished buddies will help you out.

SHELL CASTLE – THE KINGDOM OF JUGPOT

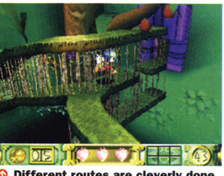



↑ Shell Castle is a watery kind of world. Precise jumping skills are required to cross the columns.



REALLY BLOW YOUR ENEMIES UP!

There are four tricks you need to master to survive the world of Phantomile. First is Klonoa's ability to flap his large ears to give himself a bit of extra distance if he's caught short in mid-jump. Secondly, Klonoa is carrying a magic ring that allows him to grab enemy creatures and inflate them like balloons until they pop. By grabbing inflated foes and hurling them downwards, Klonoa can also give himself a double jump that reaches the loftiest of platforms. Alternatively, he can lob them at other enemies, to take all of them out at a stroke.



↑ Different routes are cleverly done.

BACK AND FORTH

Klonoa plays in a similar way to *Pandemonium*, but the levels are more three-dimensional. The first level sees you moving from left to right to get to the end, but as the levels get more complex you have to move into and out of the screen. What's good is that you can often look into the background and see areas that you won't reach until you find a path that leads off in that direction. Very cool.

CVG OPINION

Rather than just being an exercise in platform skills, *Klonoa*'s clever level design gives it a satisfying puzzle element. Part of the fun is the quality of the characters, the way they behave as well as the way they look. They're all cute in a Japanese way, and I liked the way you have to use the different enemies to make progress. I even liked the way all the characters speak in weird squeaks. *Klonoa's* look and the low difficulty level make it perfect for young players, but more experienced gamers should also find it satisfying and fun to play.

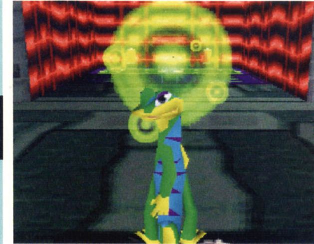
ALEX HUHTALA

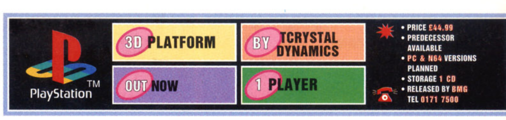
RATING






A little short, but the quality just shines. Namco show the rest how to create an entertaining and imaginative 3D platform game.





Minor Character In Good Game Shocker! Yes, Crystal Dynamics' infamous gecko is back, in a by-the-numbers attempt to bring Super *Mario 64-style* action to the PlayStation.



It takes a lot of courage for a widely-loathed game character to attempt a comeback. To our minds, Gex was stuck at the bottom of a very tall pile, being propped up by other also-rans. If any character was to take on the mighty *Mario 64*, we would never have considered Gex for the prime candidate. Yet the green-skinned wonder has pulled off the almost impossible task of stealing the best parts of Mario's ground-breaking adventure – and getting away with it. Enter a 3D world, with numerous pop culture references, as a new and improved Gex enters the Media Dimension once again.

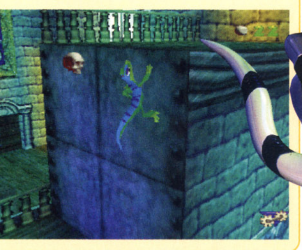


OL' SQUARE EYES IS BACK




The aim of the game is simple: locate remote controls in various worlds inspired by TV shows and movies. This land is called the Media Dimension, and Gex has been transported here to do battle against the evil Rez. This time Gex is working for the government. OK, so they offered him a load of cash, but the clincher was a secret agent suit. Get ready to walk on walls, and chew bugs, 'cos the gecko is back.





GECKO MAN DOES WHATEVER A GECKO CAN




Being a gecko, Gex has some very special abilities. The most impressive of these is the ability to walk up walls, and even on ceilings. He can only do this in certain places however, otherwise this would be a very easy game. He also attacks his enemies, not by jumping on them, but with a whip of his tail, a bit like Crash Bandicoot's spin attack. His tail can also be used to gain extra bounce on a jump, allowing Gex to reach higher platforms. If he can't quite make a jump, he'll sometimes lash out his tongue, which makes him cling on the edge of the platform.



↑ He has a habit of doing this.


↑ Spin that tail now Gexy.


↑ Hmm, major tongue action.


↑ Plus lots of platforms too.

REVIEW

Oh Gexzilla! There's a mean robot to beat in this boss level.

OOOHHHHH HELLLOOOO!

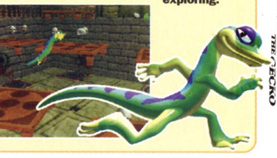
No pun is too corny for Gex, and whenever it's vaguely appropriate he lays one on you. Lucky for us he's got over 500 different lines of dialogue, or we'd be reaching for the mute button a lot quicker than he'd like. It's also lucky that Crystal Dynamics hired a British comic actor, Leslie Phillips, to deliver these puns. This transforms the 'turn-off' factor of the original *Gex* witticisms into 'turn-on' fun.

GOLD COINS ARE FOR WIMPS

Mario had coins and stars to find in his quest, Gex locates 'collectibles' and remote controls. Collectibles serve the same purpose as coins. In *Gex*, they are different depending on the level, and how many you've collected.

For example, in the Kung-Fu levels, you need to find 30 noodle boxes to receive an extra life, and then you have to start collecting a different kind of object. Collect 40 of these and you earn another life. The final collectibles on this level are Kabuki masks, and once you've collected 50 of these you earn a silver remote control. When you've reached that target you can keep collecting to earn yet more extra lives.





Remote controls are essential for opening later levels, so to go everywhere in the game, you have to do some major exploring.

FIND THE CHANNEL CHANGERS

The Media Dimension is split into many themed areas. Each one takes after a particular style of movie or TV show. You'll encounter sci-fi, horror and cartoon levels, plus many more. A certain number of remote controls are hidden in each world. These are indicated above the monitors which transport Gex to the action.

As you enter a level, you are shown a clue, and sometimes the location of a remote control. The standard remote to search for is red. Collect enough of these and you'll gain access to boss levels, and open up gates that take you to deeper sections of the game.





REMOTE REMOTES

As well as the regular remotes, each level contains two silver remotes. One is hidden somewhere and the other is gained by gathering the third set of collectibles. Collect three silver remotes and you open up a bonus level. Best of all are the gold remotes which you get by completing a task on a bonus level or defeating a boss. Collect four of these to open a secret level.



TV'S ARE YOUR FRIENDS

Besides searching for remotes and collectibles, Gex must also keep an eye out for TV screens, These offer health power-ups, extra lives, fire and ice attacks, plus small periods of invincibility. There are also some very useful TVs which act as a restart point when Gex croaks. These are usually only found in places that are very tricky to reach.

CVG OPINION

This is a genuine 'Come and have a go if you think you're hard enough' assault on *Mario 64*. It steals the game's dynamics completely, but everything else is pure *Gex*. Leslie Phillips, with his distinctive voice, is a revelation. He adds humour to the game as opposed to nuisance value. The levels are well thought out, with some touches of originality, and with so many remotes and rewards to collect, this is a lasting challenge. The learning curve is excellent, just like in *Mario 64*, and while there may be a few graphical shortcomings when compared to Nintendo's masterpiece, *Gex* proves a worthy challenger. In the past the gecko has had the reputation for being a dud character in a dud game, but this is sure to change players' opinions.

ALEX HUHTALA









Mario beware: the opposition has finally caught up! An amazing comeback with humour, gameplay and great graphics. Crash Bandicoot, your time is up!







PLATFORM | BY TRAVELLERS TALES | OUT NOW | 1 PLAYER

- PRICE £39.99
- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

From the makers of Sonic R comes a game that tries to prove that Mario is old news. Stand aside for the naughty little boy...



Rascal. That's not a good name to call a kid, but that's the main character in this game – a little guy who wears a backwards baseball cap and wraparound shades in an attempt to look cool. Rascal has a reputation for causing trouble, usually when he's out on his skateboard. But here, in his very own game, he's out to make amends. And it's all because of his Dad and the evil timelord Chronon, but we'll get to that later. You can bet Rascal is gonna save the day. Armed only with a bubble gun, it's up to him to right all the wrongs, and get his Dad back to the future... er no, make that back to the present!































CHRONON AND CLOCKWISE

All was going well for Rascal, playing around on his skateboard, when these two little men turned up. This is shown in the opening title sequence, which sets the scene for the rest of the game. Rascal is genuinely startled, and after some nifty footwork, he evades these strange creatures. He runs to his father's laboratory, searching for answers, only to see his Dad (Casper Clockwise) confronted by something hideous – the evil Chronon. A flick of the Professor's latest invention causes both of them to vanish. Now Rascal's got a big problem – the invention was a time travel machine and his Dad could be anywhere. All that remains after the pair vanish is a bubble gun, something Rascal knows will help him. With a deep breath, he jumps into the time bubble in the hope of bringing back his Dad.

REVIEW

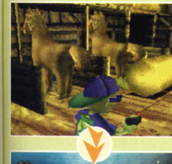
IT ALL SEEMS FAMILIAR

The play with time travel conjures up some nice surprises. As each location is visited in the different time periods, things start to change. For example, one level, The Jolly Raider Pirate Ship, is centred on the fine vessel captained by the dread captain Peg Lee Pete. The first time you see the ship, it's seaworthy, well known and feared in every port. But when you visit the same site in the present, the boat lies shipwrecked at the bottom of the ocean. A further surprise lies in the future as the ship is again on dry land, in the middle of a scorching desert. In all future zones, Rascal must face the evil Chronon. Every level has neat little tricks like this, so it's worth paying close attention to each new location.





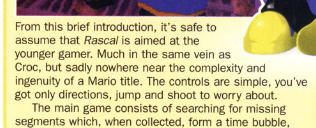
The pirate ship in the past and the sunken present.





The Wild West becomes a movie set in the present.

RASCAL VS CROC... FIGHT!



From this brief introduction, it's safe to assume that *Rascal* is aimed at the younger gamer. Much in the same vein as Croc, but sadly nowhere near the complexity and ingenuity of a Mario title. The controls are simple, you've got only directions, jump and shoot to worry about.

The main game consists of searching for missing segments which, when collected, form a time bubble, allowing you to pass to a new time zone. Finding these segments can be quite tricky. They are hidden in the large levels, and once you've collected them all, you've still got to locate the time bubble. Add keys required to open doors, falling objects, hazardous falls and flames and Rascal has got a lot of problems to worry about. We're not even mentioning the life forms that also patrol each level.



The obligatory mine cart level, steer Rascal past some boulders!

That's the little fella's bedroom. Looks way too big for him.

I'LL PUT A SPELL ON YOU

Chronon has already visited each of the locations and time zones that Rascal must venture through, and has put all the inhabitants of these places under an evil spell. They now all answer to him. The first place you visit is Castle Hackalott, renowned for its famous dragon – Gordon the Good-Natured. The problem is, though, Gordon is now under Chronon's spell, so the "good-natured" dragon could cause you some damage.

There are many more creatures like Gordon you'll meet on your travels, especially as Rascal must travel to such exotic places as the land of the Aztecs, the Wild West and even the Corridors of Time itself. This is where the game becomes quite innovative. For although there may only be six locations in the game, each must be visited three times – in the past, present and future. Lucky for Rascal he has access to a time travel machine.



Rascal is about to eat lead. This gangster wanders around the movie set.

CVG OPINION

When it comes to looks, it's pretty hard to knock Rascal. But in most other areas there's something sadly missing. First of all, where are the controls? Jump and shoot, that's all you've got. As a result, *Rascal* is limited. The biggest crime in *Rascal* concerns the camera angles. The view sweeps around when you enter a room, the trouble is you can never quite position it where you want, and there's also no first person viewpoint (something that a 3D platformer should never omit). Also, where's the music? Every game hero has some sort of theme and semi-memorable tunes. But here the music is simply forgettable. This is clearly aimed at the younger players, and like Croc before it, will no doubt do well. It seems though, that this game hasn't lived up to its full potential. Why sell yourself short by appealing to a younger age group when you could 'do a Mario' and attract all?

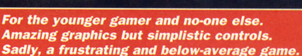
ALEX HUHTALA

RATING









For the younger gamer and no-one else. Amazing graphics but simplistic controls. Sadly, a frustrating and below-average game.










WARIO LAND 2



PLATFORM | BY NINTENDO | OUT NOW | 1 PLAYER

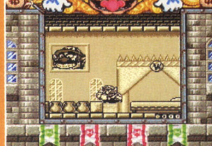
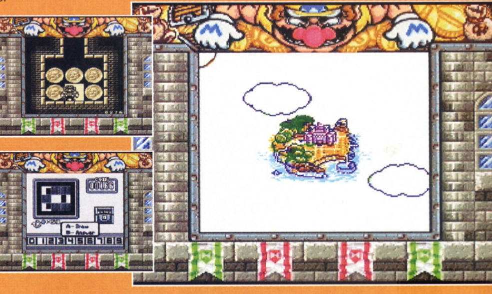
- PRICE £ 24.99
- PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 8 MEG CART
- PUBLISHED BY THE GAMES
- TEL 01703 653 377

Thieves have stolen Wario's beloved treasure and hidden it around his castle. Now Wario's got to run around the place trying to find it. That's the simple set up for this simple sequel to one of the Game Boy's top platformers.
The basic idea is to collect coins to buy clues in a puzzle game at the end of each level. Fifty coins get you one clue in the puzzle, which requires Wario to guess a number that's partially hidden. If you win, you earn a prize that goes toward revealing a bigger picture. There's another puzzle game hidden on each level, a simple matching pairs game. Complete it and Wario wins back a piece of his stolen treasure.

That's the overall objective, but each level also has a specific goal, like finding an alarm clock or turning off a tap, and making things difficult throughout are a variety of witchcraft-empowered enemies. They can molest Wario with a variety of strange magic spells, making him fat, hot, crazy and even turning him into a zombie. The clever bit is that Wario can use each of these to his advantage in certain circumstances, so, for example when he's fat he can break blocks and defeat enemies he couldn't before, and when he's a zombie he can fall through floors. That's about all you need to know, apart from the fact that the game has a variety of different endings, and the one you get depends on how many coins and pieces of treasure you collect on the journey.

This is a solid platforming adventure with plenty to do, and loads of secrets to find, but it has one major flaw – it's very easy. Wario is invincible(!) which reduces the challenge somewhat, and makes this one of the few platform games where you don't have to worry about tough jumps. In fact the only thing the enemies can do to make your life harder is steal coins.

But in spite of the low skill level this is still a quality little game, and younger players and the hardcore Mario/Wario fans should really enjoy it. **ALEX HUHTALA**






AERO GAUGE






FUTURISTIC RACER | OUT NOW | BY ASCII | 1-2 PLAYERS

As a futuristic racer, *Aero Gauge* sits awkwardly between the releases of *Extreme-G* and *F-Zero X*. To stand a chance against either of those games, it needs to be spectacular – but it isn't. Its lack of variety is the first knee in the groin. *Aero Gauge* gives you a choice of five vehicles and only four courses. The vehicles are poor and, for machines that are supposed to fly around tight courses at breakneck speeds, their design is atrocious. The handling is difficult, as you have to keep adjusting your height as well as judging corners. Not surprisingly, this makes it hard to stay in the running, and your only trick is a crap turbo boost. The final insult is some awful pop-up, which even the N64's reliable fogging can't hide this time. Overall, this is an appalling racer that would be an insult to any machine. Nintendo should stop tarnishing its image with titles like this. **ALEX HUHTALA**

- PRICE £ 49.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY ASCII
- TEL N/A

An N64 rival for *WipeOut*? Unfortunately not. Stick to *Extreme-G* or wait for *F-Zero X*.







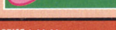
HELP






COMPILATION | OUT NOW | BY VARIOUS | 1-2 PLAYERS

Sony go into charity mode again with this collection of old hits. For your generous donation you get *Broken Sword*, one of the best point-and-click adventures of recent years. This benefits from a great story and great animation and characters as well as some hair-pulling-out problems. Next up is Myst, another point-and-click adventure, which is at the opposite end of the style scale to *Broken Sword*. Here, the puzzles are logical, and the locations very atmospheric. It may be on the slow side, but millions of fans can't be wrong, can they? Finally there's the 3DO's finest hour – *Road Rash*. This motorbike beat-'em-up was already old by the time it arrived on the PlayStation, and that was a couple of years ago, but it's something to play while you're stuck on the two adventures. This is a strange trio to be bundled together, but it's a decent selection all the same. **ALEX HUHTALA**

- PRICE £ 39.99
- INDIVIDUAL GAMES AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 CD'S
- PUBLISHED BY SONY
- TEL 0171 447 1600




The only semi-duffer here is *Road Rash*, but even that's not too awful.







GOEMON

Goemon is like a Japanese Robin Hood, but instead of giving to the poor, he spends the money on himself. He's not that selfish though, as he also protects villages from evil spirits, and that's the point of the game. Guide Goemon around Japan, speak to people and engage in the odd fight. There are sub-games to discover, such as dice-throwing and target practice, and when you get stuck, the inhabitants help you, but watch out for the karate guys and sumo wrestlers. As Game Boy adventures go, there is only really one to get, and that is *Zelda: Link's Awakening*. *Goemon* is a nice attempt at trying to capture some of *Zelda*'s classic gameplay, but it falls short. The graphics are messy, and the overall gameplay is repetitive. He may be big in Japan, but Goemon will need try harder to impress European Game Boy players. **ALEX HUHTALA**



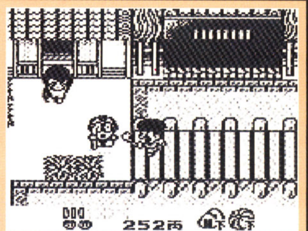
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1 PLAYER

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- STORAGE 2 MEG CART
- PUBLISHED BY KONAMI
- TEL 01895 853000



A big disappointment this, especially coming after Konami's ace N64 *Goemon* game.





SPAWN

You know the story of Spawn don't you? A guy called Al Simmons is murdered. Now he's come back from Hell to seek vengeance. Yeah, heard it all before. *Spawn* is the game of the comic book, of the action figure, of the movie. It's also one of the worst games you'll ever play. Do we hear the words 'cash in'? *Spawn* is little more than a weak beat-'em-up, with poor moves and abysmal controls. There are 15 levels, and Spawn has to explore each one, looking for bad guys and beating them up, and that's about it. All right, you also need to find keys to open up new sections. How imaginative. It wouldn't be so bad if the fighting was good, but it's BAD. The levels are also full of graphical bugs, with pop-ups around every corner. As if things weren't bad enough the controls are incredibly sluggish. Spawn – great comic book, lousy game. Don't call us, we'll call you! **ALEX HUHTALA**



3D FIGHTING

OUT NOW

BY SONY

1-2 PLAYERS

- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



It might not look too bad in a screenshot, but Spawn plays like a real dog.





KULA WORLD

This puzzle game must qualify as one of the most bizarre ever, but at least the objective is simple enough. You have to move your ball around floating 3D mazes, collecting keys to unlock the door to the next stage before the time runs out. Collect five bits of fruit before you exit and you'll be transported to a bonus stage, then on to the next level where even more obstacles appear to try and stop you. Spikes will puncture the ball if you touch them, pills speed up the clock but slow you down, and the moving enemies capture you if you stray too close to them. Rotating the maze gives you access to some of the more difficult-to-reach sections, and jumping down a level is also a tactic to bear in mind. It takes a bit of getting used to, but once you've got the hang of things this reveals itself to be a very entertaining title. Well worth a look. **STEVE KEY**

PUZZLE

OUT MAY

BY GAME DESIGN

1-2 PLAYERS

- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600

It looks crazy, but Kula World is an excellent addition to the small band of PS puzzle games.





ULTIM@TE RACE PRO

The original *Ultim@te Race* was widely given away with 3D accelerators, and while it was a fine 3D demo, it wasn't much of a racing game. The same could be said of the sequel, which has come out in time to challenge Gremlin's *Motorhead*... and just loses out. Kalisto have done a fair job on the graphics (which also work without a 3D accelerator), although there's the occasional dodgy translucency effect, but Motorhead looks far more flash. Also, *Ultim@te Race*'s controls seem very vague. Rather than steering it with the front wheels it looks like you're turning the car around its central axis, and you get no resistance from the steering the way you do in, say, Gran Turismo. Multiplayer options (via serial cable, network and the Internet) are plentiful, but I'd be very surprised if it ousted Quake 2 as the toast of the Internet gaming fraternity. **PAUL GLANCEY**



RACING

OUT NOW

BY KALISTO

1-16 PLAYERS



- PRICE £ TBA
- PC PREQUEL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MICROPROSE
- TEL 01454 893900









We couldn't take pics of the 3D-accelerated game, so this is the standard version. Not bad.







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ARCADE

THEY'RE CRRRRRRRRATE!

You'll notice that there are crates in some of the screenshots of *Ehrgeiz*. These can be used in a few ways – you can jump onto them to avoid attacks, you can hurl them across the arena and into your opponent, or you can smash them to find extra power-ups. These range from extra weapons to potions which restore life and increase the strength of your attacks.

Yes, it's a strange name and yes, it's got some strange features for a fighting game. But it also happens to be one of the best games in the arcade right now.





Ehrgeiz is developed by Dream Factory, the team responsible for the fantastic Japanese adventure/fighting game, *Tobal 2*. This time around, the Squaresoft developers have worked with Namco to produce one of the most exciting combat games ever made for the arcade! It takes many of the excellent ideas used in *Tobal 2* and adds even more speed and interesting techniques. Now that the game is appearing in arcades all around the country, we're going to tell you why it's so great. Pay attention.



As you can see, *Ehrgeiz*'s graphics are great, especially when the view zooms in close to the fighters like this.



Learn to use the crates to your advantage, or smash them open to get hold of handy power-ups.

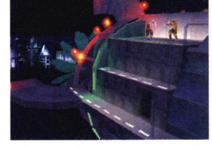
THE ARENAS OF DEATH

The fights in *Ehrgeiz* take place in a selection of varied and impressive backgrounds. Like *Virtua Fighter 3*, these are irregularly shaped arenas with floors of different levels and walls surrounding most sections. Because of the control system it's possible to run anywhere you want with ease, even jumping and climbing to higher ground to get away from certain attacks. It's worth trying out all of the stages to find your favourite as the current challenger gets to choose the next battleground.

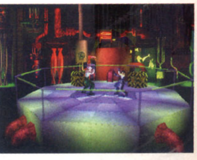


After slamming into a wall, you can bounce back at your opponent with an attack. Wow!

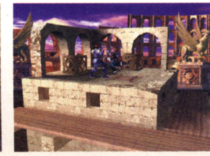




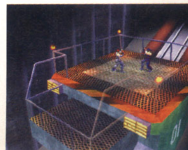


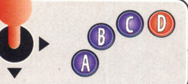










WHAT DOES WHAT?

One of the things that makes *Ehrgeiz* stand out is the way that the controls work. Each character has a massive selection of moves, many of which are very easy to figure out and use. Here are the basic controls:

JOYSTICK
Pushing the stick in any direction makes your character run that way. This keeps the fights extremely fast and means that it's very easy to get out of a tight spot.

(A) GUARD
Holding the Guard button causes a small defensive barrier to appear around your character, though it's still possible to move around the ring. You can also make yourself crouch with the Guard button.

(B) LOWER ATTACK
As you'd expect, a low attack – normally a kick of some description.

(C) UPPER ATTACK
Normally a punch or high kick. Both of the standard attacks are easy to link together into combos.

(D) SPECIAL ATTACK
This makes your characters perform one of their unique moves, often some sort of fireball.

Pressing Guard and either standard attack button gives you a more powerful move; Guard and Special makes you jump and the Guard, Lower and Upper Attack buttons together initiates a throw. This system works brilliantly, and makes *Ehrgeiz* play unlike any other game.



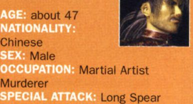

THE EHR-GUYS

Ehrgeiz has eight main playable characters from the start, each with their own unique fighting style, selection of moves and occasionally weapon. Here's a brief introduction to each:

SASUKE

AGE: Unknown
NATIONALITY: Japanese
SEX: Male
OCCUPATION: Future Ninja
SPECIAL ATTACK: Shuriken, Katana, Enmaku, Makibishi

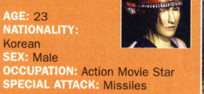


LEE SHUWEN

AGE: about 47
NATIONALITY: Chinese
SEX: Male
OCCUPATION: Martial Artist Murderer
SPECIAL ATTACK: Long Spear



HAN DAEHAN

AGE: 23
NATIONALITY: Korean
SEX: Male
OCCUPATION: Action Movie Star
SPECIAL ATTACK: Missiles



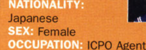
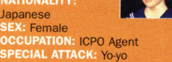




INOBA

AGE: 38
NATIONALITY: Japanese
SEX: Male
OCCUPATION: Pro-wrestler
SPECIAL ATTACK: Pro-wrestling arts



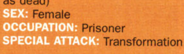




YOKO

AGE: 17
NATIONALITY: Japanese
SEX: Female
OCCUPATION: ICPO Agent
SPECIAL ATTACK: Yo-yo







JO

AGE: 18
NATIONALITY: German (but certified as dead)
SEX: Female
OCCUPATION: Prisoner
SPECIAL ATTACK: Transformation

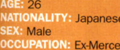





NASEEM

AGE: 29
NATIONALITY: British
SEX: Male
OCCUPATION: Kick Boxer
SPECIAL ATTACK: Rocket Punch



GODHAND

AGE: 26
NATIONALITY: Japanese
SEX: Male
OCCUPATION: Ex-Mercenary. CEO of Mishima Construction Company
SPECIAL ATTACK: Arm Gun, Mine, Grenade




FIGHT-AL FANTASY VII

There are also secret characters to be found, including Tifa and Cloud from *Final Fantasy VII*! Having seen them ourselves, we can tell you that they look magnificent in the game!

NEW GAMES

Colin McRae Rally is gonna make *TOCA* look like Go-Kart racing, we can't wait until Summer to get the finished game. Read about it here, plus lots more first looks at some red-hot new games.

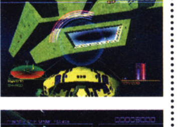
THE LATEST NEW GAMES IN THREE ACTION-PACKED PAGES

90% COMPLETE | PlayStation | 3D SHOOTER | BY PSYGNOSIS | MAY RELEASE | 1-2 PLAYER

BLAST RADIUS









This is a weird one. It looks as though Psygnosis have recycled most of *Colony Wars*, taken out the dodgy story bits and the *Star Trek* reject spaceships – and turned out a really cool, Old Skool, space shoot-'em-up. Of course, we say 'Old Skool', but the Old Skool never looked this good. Once again, Psygnosis demonstrate their talent for PlayStation pyrotechnics with dazzling laser effects and explosions, and the backgrounds and starships look just as slick. The interplanetary spaceways are swarming with starfighters, freighters and battlecruisers that look like they've been inspired by the work of 70s airbrush artists like Chris Foss. The action itself is a simple case of blasting as many enemy ships as your mission requires, getting home and counting the credits you've racked up. Next time out you can spend them on new weapons for your ship and do even more damage. There are 31 missions in the game and you often get a choice of two to try next, so there are numerous routes through the game. If that isn't enough to keep you occupied, you can always convince a mate to lug his gear round to your house for a head-to-head spaceborne deathmatch. Now there's something you don't see much of these days.



100% COMPLETE | PlayStation | 3D ACTION GAME | BY SONY | OUT NOW | 1-2 PLAYERS

TENCHU

Tenchu is a ninja simulation available now in Japan, though a UK release hasn't yet been announced. Stealth is the key as you go through the various missions rescuing and killing people. An on-screen indicator lets you know when you've been spotted by any guards, but you should really try to stay well out of their way. If you need to, you can creep up behind them and slit their throats before they even know you're around. You also get a choice of items like shurikens, caltrops, and smoke grenades. Your ninja also uses a grappling hook to reach rooftops and other high areas. A UK release doesn't look too likely for this interesting action game, but we'll keep you posted.

Execution-style killing!







40% COMPLETE | PlayStation | PC CD ROM | RACING | BY | JUNE RELEASE | 2 PLAYERS

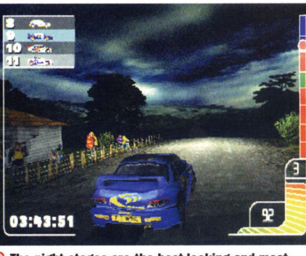


COLIN McRAE RALLY

Since the fantastic *TOCA Touring Car Championship* was revealed, we've been busting to find out how good CODEMASTERS' follow-up would be. Now we've got the first playable version of the PlayStation game, we can tell that it's going to be fantastic! So far, only one complete rally is in place – New Zealand – and a lot of the presentation is still to be added. But one thing is clear: Colin McRae Rally plays superbly! There's still some tweaking to be done, but already the handling of the cars is very realistic. The graphics are very similar to TOCA's, but have some excellent effects. When driving at night, your rear lights shine into the cockpit and light up the dashboard whenever you brake!
Your co-driver is absolutely essential as there are times that it's very hard to see what's up ahead. You have to translate his cries of "Over crest, one left into three right, K ditch" while racing with limited vision at 60mph! If you're not careful you could end up smashing into a tree and damaging your car. Between each stage of the rally you get one hour to repair your vehicle, so go easy on it! The final game will include a 2-player mode, plus a rally school, and plenty more features. This is going to be massive, we guarantee it.



This is the first stage of the British rally, and you're in a Skoda.



The night stages are the best-looking and most challenging of the sections in *Colin McRae Rally*.



PC CD ROM 90% COMPLETE | ACTION | BY RAGE | MAY RELEASE | 1-8 PLAYERS

INCOMING





Being a PC owner can be a right palaver – there's just so much technology you have to keep up with! 3D cards, Force Feedback, DirectX, AGP, 3D Spatial Sound: all very fancy but what do they do? The answer to that question is this: they 'do' *Incoming*. This game takes advantage of pretty much all of the latest PC hardware and software technology to create a 3D shoot-'em-up so impressive that companies like 3Dfx have been using it to demonstrate to other game developers what their 3D cards can do. Now it's close to completion and there's no denying that it LOOKS utterly gorgeous.

The idea is to defend your bases from enemy attack from behind the controls of an air defence gun turret, a helicopter gunship and a tank. In all game modes the graphics are wonderful; smooth, shiny, detailed craft roam over the realistic-looking landscape just waiting to be turned into burning fireballs by a well-placed rocket, complete with smoke trail. As a change of pace, there's also a more strategic game variation which gives you a plan view of your base and lets you assign units to see off waves of invaders attacking from different directions. There are also network and split-screen modes (nice touch that) so you can enjoy incinerating close acquaintances. Sounds like fun to us.



Battlezone, never heard of it?



PC CD ROM 90% COMPLETE | ACTION STRATEGY | BY CRYO | MAY RELEASE | 1 PLAYERS

UBIK



Bright eyes burning like fire, how does the dur dur dah dur...

We haven't seen much from Cryo since *Lost Eden* a couple of years back, but the Frenchie render-specialists are about to return to the games scene in a big way, with numerous releases on PC and PlayStation coming up over the next few months. One of their finest is Ubik, based on a book by classic sci-fi penman and *Blade Runner* author, Philip K Dick. Like Blade Runner, it's set in a near-future cyberpunky scenario, in which you play a strike team leader for the espionage department of an aggressive corporation. There are 25 different missions in which you have to take a small team of crack troops, some with special psychic powers, into the HQ of rival corporations and steal their secrets or kill their key personnel, as well as quite a few guards too. Pick your team according to their skills, arm them up with heavy artillery, then control them all individually throughout the mission. It's a bit like *Syndicate* meets *Command and Conquer*, but with some quite slick 3D environments. Yes, very interesting. Quite looking forward to this one.





PC CD ROM 100% COMPLETE | ADD-ON PACK | BY XATRIX ENTERTAINING | MAY RELEASE | 1-32 PLAYERS

QUAKE 2: THE RECKONING

What's that? Finished *Quake 2* and still gagging for more? Well, we like your style, and so, probably, do Activision. In May they'll be releasing the first official *Quake 2* mission pack, dubbed 'The Reckoning'. This adds a set of new single-player missions set in a moonbase and an enemy spacecraft, as well as a selection of extra deathmatch levels for 32-plus-player battles. The pack also adds several new enemies as well as three new weapons, a particle shotgun, a high-powered plasma accelerator and an energy trap that catches enemies and turns them into extra health.

Though Xatrix have done the coding and design, id Software have given the pack their approval, so the office *Quake 2* junkies are expecting something really special. Expert opinion, next month.



Hello fat bloke, what do you reckon then? Really?



Don't stand there, join in.



PlayStation 100% COMPLETE | 3D FIGHTING GAME | BY TECMO | JUNE RELEASE | 1-2 PLAYERS

DEAD OR ALIVE





PlayStation Dead Or Alive is now available in Japan, and Sony are getting ready to release it in the UK this summer.

There are a few changes from the Saturn and arcade versions. For a start, there are two new characters. One, Bass, is a lot like Hulk Hogan – a bandanna-wearing wrestler with loads of throws and slaps. The other is a girl who is only accessed after a bit of play.

Some backgrounds have been redesigned for the PlayStation, and there are no Ring Outs any more. Instead, all the stages go on infinitely like those in *Tekken*. The graphics are excellent, with big high-resolution characters who move very smoothly. As anyone who's played *Dead Or Alive* in the arcade will know, it plays a lot like *Virtua Fighter 2*, with plenty of counters and fast-paced combination attacks. And the feature which will appeal to most PlayStation owners? Big, bouncing breasts.



VIRTUAL CHESS







You probably didn't buy an N64 to play *Virtual Chess*, but, hey, there's no denying that it's a timeless strategy game, and if the opponent AI is clever enough it can make a brilliant video game. On PC, Titus' *Virtual Chess* has won two world championships, so there's no questioning the power of its algorithms, and for the N64 version the basic game has been tarted up with a 3D graphics mode, a variety of chess sets (including 'Viking Tribe vs Kingdom of the Knights'), and even 3D animations which play whenever a piece is captured. There's even a four-player mode so you can have two one-on-one games going simultaneously! And if you don't know one end of a pawn from the other, the game even gives you interactive chess lessons. If there's a chess sim that offers more we ain't seen it, so watch out for it, you crazy 'chess fiends'.





Must learn chess. Arghhh!



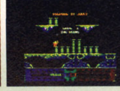
Let's have a look at a replay of that lovely cross-board Bishop.

MIDWAY ARCADE GREATEST HITS 2/ ATARI GREATEST HITS

You crazy retro fans will go mad for these two. After success with its Williams compilation (containing Defender, Robotron, et al), GT are bringing out two new packs of classic arcade games from the early 80s, and unlike a lot of similar retro compilations, these two are both laden with memorable classics. The Midway pack contains seven games: *Spy Hunter*, *Burger Time*, *Moon Patrol*, *Joust 2*, *Rootbeer Tapper*, *Splat*! and *Blaster* (don't remember those last two, but the others are awesome). The Atari pack is the one we're really looking forward to, though, seeing as it contains *Paperboy*, *Road Blasters*, *Gauntlet*, *Marble Madness*, *Crystal Castles* and *Millipede*. Every one a winner! As before, each game is original arcade code running on emulator software, so you can be assured of pixel-perfect conversions all round. Rejoice, o ye nostalgia fiends!









BUSHIDO BLADE 2



The first game has only been out in the UK for a few months and the sequel is already available in Japan.
The game is very similar to the first, but has a selection of new features such as the ability to use more than one weapon at a time. The graphics are slightly improved and it's all been sped up a bit to make the fights a bit more action-packed. A UK release will probably depend on the success of the first game, and as yet hasn't been confirmed.



Play as the ARP warden from *Dad's Army*!



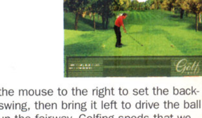
New-look POV Mode.

TOMBA

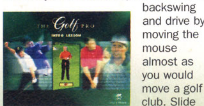
Scrolling platform games are really coming back into fashion on the PlayStation. Following hot on *Klonoa*'s furry heels comes Tomba, a sort of cave-guy (perhaps a distant cousin of Joe and Mack from the ancient *Caveman Ninjas*) who is on a mission to... well, we haven't quite worked that one out yet. However, we do know it requires jumping on piggy guards and wrestling them into submission, smashing dino-bird eggs to retrieve chicks, as well as solving numerous bizarre problems and clambering, swinging and jumping over outlandish obstacles. Like *Klonoa*, the scenery scrolls left and right, but it's actually multi-layered so you can go into or out of the screen to explore hidden areas. The level also changes direction every now and then, and you get to see that the flat scenery is actually a three-dimensional playfield. Interesting, but it looks a bit more 'junior gamer' than even *Klonoa*. Still, we won't hold that against it in the forthcoming review.



THE GOLF PRO



Golf games have come a long way since you had to type in angles and percentages to set the direction and strength of your shot. EA's *PGA Tour Golf* was the turning point, with its timing-dependent shot control that became the standard for just about every golf game since. Except this one. *The Golf Pro* uses an all-new stroke system that lets you control your backswing and drive by moving the mouse almost as you would move a golf club. Slide the mouse to the right to set the backswing, then bring it left to drive the ball up the fairway. Golfing spods that we are, we had a bit of trouble getting the 'swing' of it (hur-hur!), but Empire claims that, once mastered, the technique can actually help improve a real-life golfer's technique by helping them perfect their rhythm. If you get completely stuck, Champ-of-Yesteryear Gary Player is on hand to provide digitised lessons.
As you can see from the pics, the graphics are quite lush, but then the game is set in two of the world's most famous courses, We were getting a bit blase about golf games, but the unusual control means we'll be taking a further interest in this one in a future issue.



1080° TenEighty VS THE REAL THING



Hyped as the best snowboarding game to date, how does *1080°* compare to the real thing? CVG's token snowboarder, Tony Cormack, goes on the piste in the south of France before playing the game, and realises that life imitates art or something.

If you ever wonder what it feels like to throw yourself headlong down a snow-covered pieste, or if you ever dream of being surrounded by bright sunlight while you slide on pure, white snow, with a gentle breeze blowing on your face, then *1080°* is where you should be at. Nintendo 64's new snowboarding game is the closest you'll get to experiencing the wonders of gliding down gorgeous mountainous landscapes, doing lines in endless acres of snow – without actually leaving your own home. The makers of *1080°* have created an incredibly realistic experience, and paid enormous attention to the details of the sport and its followers.

The boards and 'boarders

Just like in real life, the 'boarders in the game have a wide range of abilities – one has great technique but lacks power, another has power but doesn't have many tricks, and so on.

The boards that you can choose from are all made by the top name, Lamar, and come in a variety of shapes, sizes, weights and patterns.

Details such as these will impress seasoned game players and snowboarders alike.





The courses

1080° also manages to capture a huge variety of conditions, covering both piste and off-piste 'boarding. Though riding on ice and gravel may be too extreme for some, they help make the game a richer experience. Boards and 'boarders can pick up damage and injuries when competing in hazardous conditions, and again the game manages to incorporate this into the overall package seamlessly.

Lines in the powder

There is nothing like hitting fresh powder and leaving the first trail of the day. In *1080°* this is recreated perfectly – you hit the powder and sink down low, leaving spray and carve marks in your wake – AWESOME!

The end result

1080° captures the spirit of snowboarding beautifully. It's a fantastic start for a game which may revive the N64's fortunes when it comes to mature gamers' market.



Who is the cool dude in all the pictures... could it really be Tony?

WAIT A MINUTE, I'M SURE THAT BOLT'S NOT MEANT TO BE COMING LOOSE!

TOP TIPS TO ADD TO THE REALISM

Strap an old plank to your feet while playing *1080°*. When your character falls over, you can tumble as well. You are likely to hurt yourself and be in some pain. But if you want more reality, you have to pay for it.

Wear loads of silly jumpers and jackets, sit in a chest freezer for one hour (with the door slightly open so the light will still be on, giving you a sense of sunlight). This will give you a better idea of the temprature and weather conditions. A fan could be used to imitate the breeze.

Advantages of The Real Thing over *1080°*	Advantages of *1080°* over The Real Thing
1. Loads of fit 'boarding babes and ski babes going down on slopes.	1. You can create an environment suitable to you, using our "add to the realism" tips.
2. You get to spend loads of money on brightly coloured clothes that people think are cool to wear at any time of year.	2. No babes to laugh at you when you fall flat on your arse or roll down the mountain for several kilometres in a giant snowball.
3. People might think YOU are cool. Apparently.	3. You can always be first on the snow, and you don't have to get out of bed at the crack of dawn for the privilege.
4. You get to visit a beautiful part of another country, rather than mosey down the stairs to your front room.	4. No strapping your board on and off at ski lifts (unless you take our "add to the realism" tips way too seriously – you mugs).
5. No matter how good the game is, it can't beat the feeling of free-riding on virgin snow.	5. No long, annoying queues of German skiers staring down their noses at you and asking if you take drugs. In fact, no skiers at all.

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FREEPLAY

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Who'd have thought that video games used to be an expensive hobby? Okay, it's not as cheap as swimming in the sea, but hey, we remember paying £400 for a Saturn. Thanks to market forces there are bargains to be had in your High Street, so why not take this opportunity to... pick up a second machine! Become immune to those 'Mine's Better Than Yours' arguments! Enjoy the best of all possible worlds! "Hmm," you can say, "I've had enough of Tomb Raider 2 on MY PlayStation. I think I'll play Goldeneye on MY N64. Hahahaha!"
To save you traipsing around retail parks, we've surveyed some national stores to check who's got bargain bundles. If you want a bigger package most retailers will happily throw in extra games/controllers for extra quids – Dixons do a Saturn plus 12 games for £200! Groinks! (Info correct as far as we can tell, call local store before trekking 90 miles, etc)

RETAILER	PLAYSTATION + 1 GAME	N64 + 1 GAME	SATURN+1 GAME
BEATTIES	£159.99 Any game (not Time Crisis)	£139.99 Any game	Not Available
COMET	£149.98 Adidas Power Soccer	£144.98 F1 Pole Position	£99.98 Sega Rally
DIXONS	£159.99 1 of 12 games, two controllers, memory card	£189 Any game from selected A-titles, extra controller, memory card	£129.99 Sega Rally or Sonic Jam
ELECTRONICS BOUTIQUE	£159.98 Any full-price game	£149.98 Any game, gold controller, Nintendo bag, copy of Nintendo Magazine	Varies, but check 'Value & Choice' deals in-store
GAME	£159.99 Any game (not Time Crisis)	£159.99 Any game, TremorPak, memory card	£99.99 Resident Evil or Sonic-R
HMV	£159.99 Any game from selected A titles (ie. good ones).	£149.98 Any £49.99 game plus chrome gold 1 meg memory card	Not Available
TOP DEAL	Dixons take it, though the EB and HMV deals aren't bad either.	The Beatties deal is good for the cost-conscious. The EB one is worth checking out too.	Comet's is good, but Game's is tops! A choice of two top games - FREE!



THE RED-HOT RUMOURS DEPT
HOTTER THAN MICROWAVED LAVA

(cook on full power for 3 minutes, remove film, stir thoroughly and serve)

• *Cool Boarders 3* ISN'T being coded by UEP Systems. Instead a new team will take over the brand, possibly because Sony weren't too happy with the first two games. Away with flickery snowfields! Goodbye square snowboarders! Hopefully.

• The latest playable version of *Metal Gear Solid* has a driving section! Woah!

• Sega will be revealing a new arcade board this summer which is supposedly three times faster than their current Model 3 board. The most exciting thing about this is that it's meant to be the same hardware as their new console. This would mean that we could expect perfect conversions of their hottest arcade games only months after they are first released.

• It has been said that an unnamed big Saturn game is being developed for the Nintendo 64. Seeing as *Grandia* is currently in development for the PlayStation, there's a very good chance that this will be the mystery N64 game.

• John Carmack from id Software has said that he's split their next project, *Trinity*, in two. One part will become *Quake 3*, and will use their supposedly incredible new 3D technology! Eeeek!

• Latest stories from witnesses of Sega's new machine say that it is powerful enough to run *Scud Race* exactly the same as the Model 3 arcade version... only in a four-player split-screen mode!

READERS' MOST WANTED CHART

Still no change at number one but the fight for second place was quite thrilling. Tekken 3 beats Zelda 64 by just one 'point'! See how every vote counts?

1	RESIDENT EVIL 2	PS/SAT/PC
2	TEKKEN 3	PlayStation
3	ZELDA 64	Nintendo 64
4	GRAN TURISMO	PlayStation
5	NEW SEGA CONSOLE	Sega
6	TOMB RAIDER 3	PS/PC
7	HOUSE OF THE DEAD	Saturn
8	F ZERO-X	Nintendo 64
9	FINAL FANTASY VIII	PS/PC
10	GRANDIA	Saturn

Close, but no cigar for *Soulblade 2* and *Quake 3*, just two of many nominations for sequels, which is slightly depressing. Whatever happened to the demand for original games? You'll regret this one day, you mark our words! Also in the running was 'PlayStation 2' – interestingly nowhere near as strong as the clamour for the new Sega machine, but then of course it's much further down the line... More interesting, but less significant, were votes for a Midway home console (for a real-deal MK experience, presumably), a CVG shop (we're up for it if it's a sweet shop), a new NEO-GEO console and '*Cruis'n USA*'. Jonathan Roberts of Troon – ya gotta be kiddin' us, baby!

Contents



OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**RE**	**DIE HARD TRILOGY: PLATINUM**	**PLAYSTATION**	**EA**
2	1	WIPEOUT 2097: PLATINUM	PLAYSTATION	PSYGNOSIS
3	7	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
4	2	GOLDENEYE 007	NINTENDO 64	THE GAMES
5	3	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
6	NE	MYSTERIES OF SITH: JEDI KNIGHT	PC CD-ROM	VIRGIN
7	11	DESTRUCTION DERBY 2: PLATINUM	PLAYSTATION	PSYGNOSIS
8	NE	GRAND THEFT AUTO	PLAYSTATION	BMG
9	4	COOL BOARDERS 2	PLAYSTATION	SONY
10	5	BUSHIDO BLADE	PLAYSTATION	SONY
11	10	FORMULA ONE '97	PLAYSTATION	PSYGNOSIS
12	6	WCW VS NWO	NINTENDO 64	THQ
13	8	BLOODY ROAR	PLAYSTATION	VIRGIN
14	9	TOMB RAIDER 2	PLAYSTATION	EIDOS
15	12	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
16	14	TOCA TOURING CAR	PLAYSTATION	CODEMASTERS
17	15	GRAND THEFT AUTO	PC CD-ROM	BMG
18	17	SOVIET STRIKE: PLATINUM	PLAYSTATION	EA
19	RE	QUAKE 2	PC CD-ROM	ACTIVISION
20	13	SHADOWS OF THE EMPIRE	NINTENDO 64	THE GAMES

JAPANESE MULTI-FORMAT SALES TOP 10

1	**PRO BASEBALL**	**SATURN**
2	XENOGEARS	PLAYSTATION
3	CHORO Q3	PLAYSTATION
4	BIOHAZARD 2	PLAYSTATION
5	GRAN TURISMO	PLAYSTATION
6	TAMAGOTCHI WORLD	PLAYSTATION
7	LET'S GO BY TRAIN!	PLAYSTATION
8	BUST-A-MOVE	PLAYSTATION
9	HYPER OLYMPICS IN NAGANO	PLAYSTATION
10	ULTRAMAN: FIGHTING EVOLUTION	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**RESIDENT EVIL 2**	**PLAYSTATION**
2	WCW NITRO	PLAYSTATION
3	FINAL FANTASY TACTICS	PLAYSTATION
4	NBA IN THE ZONE '98	PLAYSTATION
5	GOLDENEYE 007	NINTENDO 64
6	WCW VS NWO	NINTENDO 64
7	NBA LIVE '98	PLAYSTATION
8	ALUNDRA	PLAYSTATION
9	NAGANO WINTER OLYMPICS	NINTENDO 64
10	TOMB RAIDER 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**QUAKE 2**	**PC CD-ROM**
2	RESIDENT EVIL 2	PLAYSTATION
3	BURNING RANGERS	SATURN
4	DIDDY KONG RACING	NINTENDO 64
5	GRAN TURISMO	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	BURNING RANGERS	SEGA
2	WORLD LEAGUE SOCCER	SEGA
3	HOUSE OF THE DEAD	SEGA
4	DUKE NUKEM	SEGA
5	QUAKE	SEGA

SATURN IMPORT TOP 5

1	VAMPIRE SAVIOUR	CAPCOM
2	BOMBERMAN WARS	HUDSON
3	SAKURA WARS 2	SEGA
4	GUNGRIFFON 2	GAMEARTS
5	DRACULA X	KONAMI

PLAYSTATION U.K. TOP 5

1	RESIDENT EVIL 2	VIRGIN
2	GRAN TURISMO	SONY
3	WORLD CUP '98	EA
4	PREMIER MANAGER '98	GREMLIN
5	SOUL BLADE: PLATINUM	SONY

PLAYSTATION IMPORT TOP 5

1	TEKKEN 3	NAMCO
2	PARASITE EVE	SQUARESOFT
3	GUN BIKE	SONY
4	BOMBERMAN WARS	HUDSON
5	TENCHU	SONY

PC TOP 5

1	QUAKE 2	ACTIVISION
2	MOTORHEAD	GREMLIN
3	INCOMING	RAGE
4	HALF LIFE	SIERRA
5	FORSAKEN	ACCLAIM

NINTENDO 64 TOP 5

1	QUAKE 64	GT INTERACTIVE
2	YOSHI'S STORY	THE GAMES
3	WETRIX	OCEAN
4	MYSTICAL NINJA: STARRING GOEMON	KONAMI
5	ISS 64	KONAMI

NINTENDO 64 IMPORT TOP 3

1	ZELDA 64	NINTENDO
2	BANJO AND KAZOOIE	NINTENDO
3	1080° SNOWBOARDING	NINTENDO

16 BIT TOP 3

1	WARIO LAND 2	THE GAMES
2	JAMES BOND 007	THE GAMES
3	POCKET BOMBERMAN	HUDSON

ARCADE TOP 5

1	EHRGEIZ	NAMCO
2	STREET FIGHTER EX 2	CAPCOM
3	FIGHTING VIPERS 2	SEGA
4	TIME CRISIS 2	NAMCO
5	HARLEY DAVIDSON	SEGA

CVG'S 10 REPEATED COMMENTATOR QOUTES

1. YOU'RE RIGHT THERE MURRAY (Martin Brundle - F1 '97)
2. WHERE'D THAT TRUCK COME FROM? (John Madden - Madden '93)
3. HE'S ON THE NEXT PAGE HE READ THAT SO EARLY (Barry Davies - Actua 2)
4. IS IT THE SHOES? (Marv Albert - NBA Jam Extreme)
5. ADAVANTAAAAAGE... SAA-VAH (Umpire - Jennifer Capriati Tennis)
6. CHEAT MODE ENABLED (Tiff Needell - TOCA Touring Car)
7. HE TAKES THE PUCK UP THE ICE (NOT Barry McGuigan - Actua Ice Hockey)
8. LONG EASY RIGHT, MAYBE (Co-Driver, Sega Rally)
9. GREAT START, NOW GO FOR THE LEAD (Commentator, Ridge Racer)
10. IS IT A SCROOGIE? (Commentator - World Series Baseball 2)

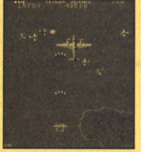


Those of us with PC emulators like MAME now have an easy way to re-live the golden days of the coin-op boom. It takes me back to many happy hours spent in various arcades.

When confronted with around 346 possible games, you need to be selective. Some are classics that give you that warm, fuzzy, retro feeling. Others make you fall asleep and drool on the keyboard. RETROGAMER Keith is here to help.

CLASSIC AS IN OLD

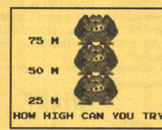
Capcom's *1942* is a vertically scrolling blaster in a WWII setting with tiny, well defined graphics. It has well balanced gameplay that doesn't punish you too early, and a roll feature to let you escape tight spots. Some dodgy conversions had soured my memories of this game but the original coin-op is a must play.

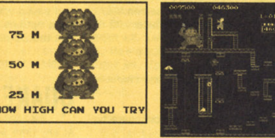


Time Pilot, a 1982 game from Konami, says, "Please deposit coin and try this game" on its first screen. You can just see it, crowded in among all the other machines saying, "Please play me!" You should because it's a pure reflex game with an awesome explosion sound when you bite the dust. That's worth the price of admission alone.

EVEN RIP-OFFS CAN ROCK

What surprised me as I looked through the games was how many of the ones I played were bootleg versions and not the official versions. MAME has an emulation of Nintendo's *Donkey Kong* but it also has four versions of *Crazy Kong*. Now these are much more like what I played in the '80s. The jingles are different from *Donkey Kong*, the colours have changed slightly and things look different – like the way the fireballs disappear when hit with the mallet, for example. If anyone wants to go for the challenge, my early '80s record was 342,000 points. I got to screen three on level 13 on one 10 pence piece.





MUSIC MAKETH THE MEMORY

Often it's the tunes that are most evocative. Bally/Midway's *Tron* music took me back to sitting in its cabinet 15 years ago. The tunes really key you up for the next section of the game. The game has four distinct sections, the order of which the player can choose. The most famous of these is the widely ripped-off Light Cycles section, in which you ride a bike that leaves a trail. You attempt to box off the other bikes without getting yourself trapped. Unfortunately the game had a control system that comprised a joystick and a rotary knob, making it very hard to recreate.

SKELETONS AND SPACE FIREBIRDS

Other games take you by surprise. *Space Firebird* is an enjoyable shoot 'em up with tiny graphics that I used to enjoy playing. The unexpected factor is that it came from Nintendo before they discovered cuteness.



Another skeleton in the closet is a 1979 game named *Space Attack* by a little known company named Sega. This wouldn't be *Space Invaders* plus colour would it Sega? I wonder why this didn't make the Sega Ages compilation.

THE LINES ARE DRAWN

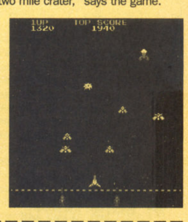
There are many vector graphic games that were forgotten when their arcade lifespan ended. This is because of the difficulty of converting them into the rasterscan graphics of a normal TV set.

SPACE FURY, from Sega, is an excellent extension of the *Asteroids* concept. Enemies appear in four pieces and drift together to make a complete enemy that then heads straight for you. The colour vectors are attractive and the gameplay makes it an exceptional blaster.

LUNAR LANDER is an early Atari vector game. This simulation of landing a module on an uneven moon's surface was actually played on early computers as a numbers-only challenge. Fortunately this 1979 version has graphics, if only black and white ones. In his book, *Invasion of the Space Invaders*, Martin Amis called this a game "for gentle old hippies". It certainly has a pace all of its own.

Your controls are simply left and right rotate plus thrust. The idea is to land on one of the indicated landing sites, some of which are more difficult than others. Applying thrust slows your descent and adjusts your angle of approach. The vector screen and responsive controls make it a joy to play as you guide the module gently down. Then it's, No! We're going too fast. Abort. Abort! "You created a two mile crater," says the game.

UNIWARS seems like a standard *Galaxian* clone when you first boot it up. Persist to the third wave, though, and the nasties start dropping little robot men. These land beneath the level of your ship and move left and right underneath you. They intermittently stick spikes up to your level, destroying your ship if it's above. Your attention is now split between the aliens and their shots above and the dangerous robots below. It's a device that really keeps you on your toes.



BOOKMARK THESE:

If all this talk of the classics has wet your appetite to play you should go see a man named Dave. This site should give you the latest version of MAME and the 346 possible ROM sets you'll need.
HYPERLINK **http://www.davesclassics.com**

Also check out the Sold Out website, where you can download lots of classic games, and find out about their history.
The address: www.sold-out.co.uk

AND FINALLY...

I was looking through some American comics from the early '80s the other day. In amongst ads for VCS carts by companies like Parker Bros and Atari themselves, was a page of smaller ads. On one page, there were say 20 small ads saying things like, "Be Taller, Kids!" "Build your own flying saucer!" and "Speed up growth of moustache or beard". The one that caught my eye was the VIDEO-MITT advert. You can just see the managers sitting round in the glove factory saying, "Well, gloves aren't that popular with the young but these new fangled video games sure are. If only we could combine the two somehow." I just love the use with home or arcade games. Wow, what a design, you can actually use it with both!



RETRO RANCH CLASSIFIED

RETROGAMER Issue 14 is out now! It features the complete story of Malcolm Evans, Sensible Software and plenty of advice on coin-op collecting. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. For more retro articles and a big list of games for sale go to the RETROGAMER fanzine page at http://www.geocities.com/SiliconValley/Heights/5874/



THE LEGEND OF LOMAS

Word. 'Speck. Big up to the tippin' massive. Shouts goin' out to yo' bro 'ho' mamma who yo' wot git down onna beeeee-atch! Dude. I'm-a bustin' fo' yo' gamin' tips inna letta' so I can git dem inta Freeplay, maaaan. Any well bad tips will be treated wiv much respekk. Old 'uns git dissed big time stylee, bruvva. Peace, homey.

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can now also send any tips or guides to this E-mail address. But we're getting a bit annoyed now – almost every tip we're sent is just copied from either our own mag (doh!) or other games magazines. We don't want them. We only want original tips and cheats that you've found yourself. Get to it!

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

GEX: ENTER THE GECKO

If you search around the www.dotcom.com level you'll find a bonus cube which shows the internet address for a site full of *Gex* cheats (it's **http://www.crystald.com/secretgex.html** if you're interested). For those of you without internet access, here are the cheats hidden on this site. The codes need to be entered while the game is paused, and you have to be holding either **L2 or R2**. The letters match up to the buttons on the PlayStation pad like this (the directions are also represented by North, East, West and South):

Up	**U and N**
Down	**D and S**
Left	**L and W**
Right	**R and E**
Triangle	**A**
Circle	**O**
Cross	**X**

Infinite Lives	**UNDEAD**
Invincibility	**WEASEL**
One-Liners (press Select while playing)	**ALOUD**
Rambling Gex	**SENSELESS**
Level Timer (press Select on Main Map for stats, Square for best times)	**EARWAX**

SHADOW MASTER

To get yourself all the weapons, start the game and destroy the two enemies through the first door. Go into the room they were in and press and hold **R1+R2+L1+L2+Circle**. You should see a flashing red light to let you know that it's worked.

BLOODY ROAR

To access the hidden options you need to play the game quite a lot. Here are some of the actions which trigger new modes, as well as ways of making your fighter look different.

LARGE ARENA
Get through 10 opponents in a row in Survival Mode.

LIFE RECOVER
Finish the game as Bakuryu on level four or above.

MEATY ARMS
Finish the game without continuing on level four or above.

NO GAUGE MODE
Finish the game as Yugo.

NO WALLS
Finish the game as Mitsuko without turning into a Beast.

SCHOOLGIRL ALICE
Beat all the opponents in *Time Attack* in less than 10 minutes.

SMALL CHARACTERS
On the Character Select screen hold **R2** and choose your character with the **Circle** button.

KID MODE
Hold **R2** while choosing your character.

BIG HEAD MODE
Hold **L2** while choosing your character.

ONE

To get to the cheat screen with a level select, infinite energy and infinite weapon cheats, enter the password **HEYBUDDY.**

SKULL MONKEYS

Simon Heywood from Stockport has some passwords to share with us all. Enter them just as you would any other. Thanks a lot, Simon!

This code starts you on *Skull Monkey Gate* with 86 lives, all the 1970s, and if you collect all the swirls you get a really cool bonus room with every kind of goody.
R1 L1 R2 L2 R1 L1
R2 L2 R1 L1 R2 L2

This one gives you 80 lives, 3 universe enemas, 6 phart heads and 6 birds.
L1 R2 R1 L2 L1 R2
R1 L2 L1 R2 R1 L2

This starts you on Klogg with 80 lives and multiple goodies.
Square Square L1 Square Square L2
Square Square R1 Square Square R2

SATURN

DUKE NUKEM 3D

We've said before that you can get *Death Tank* by having an *Exhumed* save game on your Saturn, but there's a more interesting and challenging way – shoot every single toilet in the game! **Sai-On Chan from Derby** has much toilet knowledge and you have him to thank for this info.

The levels that contain toilets or urinals are as follows: **Hollywood Holocaust, Red Light District, Death Row, Tiberius Station, Lunar Reactor, Fahrenheit, Area 51 and Hotel Hell**.

To make things extra hard, Fahrenheit has a lavatory inside the radio station which is blocked off. To get into it you need to find the self-destruct at the end of the level, but don't use it. Instead you have to go back to the toilet and it will have opened. Go through the teleporter and take out the hidden urinals, then use the exit in there to get to even more.

Once you've blown up every toilet and saved your game, go to the main options screen and you should see the *Death Tank* option.

QUAKE

At any time while playing, pause the game and go to the option menu. Now highlight Auto Targeting and press **R, R, L, R, X, Y, Z, X, Y, Z.** From now on your weapons should be more powerful.

NINTENDO 64

NAGANO WINTER OLYMPICS 98

One of the best bugs in *Nagano* is that you can mess up your landing in the Freestyle Aerials so that you ski upside down. Choose any trick you want but don't press anything as you go down the hill. After you've taken

off, keep pressing **B** as fast as you can. When you land you'll hop forward and stick your head in the snow while still going down the hill.

PC CD-ROM

JEDI KNIGHT: MYSTERIES OF THE SITH

While you're playing the *Jedi Knight* add-on, press **T** then type in one of these cheat codes.

All Force Powers	**IAMAGOD**
All weapons	**DIEDIEDIE**
All items	**GIMMIESTUFF**
Level Skip	**GAMEOVER**
AI Off	**STATUESQUE 0**
AI On	**STATUESQUE 1**
Force Level Up	**TRAINME**
Fly Mode	**FREEBIRD**
Invincibility On	**BOINGA ON**
Invincibility Off	**BOINGA OFF**
More Mana	**TRIXIE**
Full Map	**CARTOGRAPH**
Slow Motion	**GOSPEEDSO 0**
Normal Speed	**GOSPEEDSO 1**
Warp	**QUICKZAP**

ARCADE

MARVEL VS CAPCOM

Last issue we told you how to select two hidden Special Partners, but now we know how to choose anyone you want. Before selecting your second main character, hold Start and the listed buttons for your chosen Partner.

Shadow	**LP+MK+HP**
Sentinel	**MP+MK+HP**
Storm	**LP+LK+HP**
Thor	**LK+MP**
Jubilee	**LP+MP+HP**
Unknown Soldier	**LP**
Pure and Fur	**LK**
Anita	**LP+MP+HP**
Lou	**MP**
Rogue	**LP+MP+HP+LK**
Colossus	**LP+MP+MK**
Michelle Heart	**LP+LK**
King Arthur	**LP+MP**
Saki	**HP**
Ton-Pooh	**LP+HP**
Iceman	**MP+MK**
Cyclops	**LP+LK+MP**
Magneto	**LK+HP**
US Agent	**MK+HP**
Psylocke	**MK**
Devilot	**MP+HP**
Juggernaut	**LP+MK**

To play as Roll, an all-new character, go to the character select screen and highlight Zangief, then press **Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2**. She should appear next to MegaMan.

To play as Carnage, go to the character screen and highlight Chun-Li, then press **Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up**. He should appear on the select screen above Chun-Li.

To play as Gold War Machine, go to the character screen and highlight Zangief, then press **Left x2, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5**. He should appear above Zangief.

To play as Lilith, go to the character select screen and highlight Zangief, then press **Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down**.

To play as Super Chun-Li, go to the character select screen and highlight Morrigan, then press **Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5**. She should appear below Gambit.

To play as orange Hulk, go to the character select screen and highlight Chun-Li, then press **Right x2, Down x2, Left x2, Right x2, Down x2, Left x2, Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up**. He should appear above Ryu.

To fight Super Chun-Li, play through the game and use your Special Partner at least once each round. Get a character swap finish or Special Partner finish (make sure you do at least one of these) on every opponent up to fight six without losing a character. A new challenger should enter at the next fight.

To fight against Super Hulk, win the first six fights with Super Combo finishes without losing a character. Fight seven will be against Hulk with a giant Onslaught shadow behind him.

To fight Super Venom, swap your leading character at the beginning of every fight by holding LP, get the First Attack bonus every time, get six Character Switch Finishes and at least one Special Partner Finish without losing a character on the way to fight six. Manage all of this and Super Venom will challenge you.

To fight against Super War Machine, get two Character Switch Finishes without losing a character before fight six. Super War Machine should challenge you next.

To fight against Lilith, use your Special Partner at least once in each battle on the way to fight six. Also get at least two Team Super Finishes and a Special Partner Finish without losing a character. Lilith will challenge you at fight six.

To fight against Roll, use your Special Partner at least once in each battle on the way to fight six. Also get at least two Character Switch Finishes and one Special Partner Finish without losing a character. Roll will challenge you at fight six.

WE'RE STUCK!

Dear CVG,
I am very stuck on the PC game, *Toonstruck*, and don't know how to get out of the jail in the castle, please can you help me...? Also, in the excellent game, *Re-Loaded* I cannot get off the first level. Do you know any useful cheats like a level skip or some tips please will you help me?
Jonny Sims, Warrington

CVG: *In* Toonstruck, *to get out of jail you need to walk around the cell so that you build up a static charge, then touch the keypad to reduce your sentence. Keep doing this until your sentence is nothing and you can get out. We don't know of an "excellent game",* Re-Loaded, *but we know a level skip cheat for a "crap game",* Re-Loaded. *While playing, pause the game and hold* ***L1+L2*** *for 10 seconds. While still holding these buttons,* ***press Left, Triangle, X, Right, Circle, Triangle, Down.***

Dear CVG,
I've had *Street Fighter Alpha* for the Saturn for some time now and I need to ask you some questions.
1. How do you access the Ryu and Ken Team Mode?
2. How do you access Dan?
3. How do you do Akuma's Instant Hell Murder? I can do it in *Alpha 2* but it doesn't seem to work in this version.
Thomas Apea, London

CVG: *Stand by... for answers.*
1. *To get the Dramatic Battle between Ryu and Ken and M Bison, choose Arcade Mode. Now, while both players are highlighting their start characters (Ryu and Ken), both* ***hold L and press Up twice, then both release L and press Up twice*** *again. Now Player 1 should hold* ***X*** *and Player 2 should hold* ***Z*** *until the fight begins.*
2. *To play as Dan, go to the character select screen and hold the* ***L+R*** *buttons, then move to the "?" box. Now press* ***Y, X, A, B, Y*** *fairly quickly to select him.*
3. *Akuma's Instant Hell Murder (Firecracker) is done in the same way as in SFA2 –* ***LP, LP, Forward, LK, HP*** *– only you have to do it a bit quicker. You should press HP only a split-second after pressing LK.*

Dear CVG,
I'm stuck in *Shining Wisdom* at Saturn. I'm in Sand Labyrinth and everybody says there is 'Goddess Statue' and I don't know where it is! Can you help me?
Mr Mysterio

CVG: *After going into the Labyrinth, go left and use the Mole Claw to dig under the wall, then hit the switch from a distance when you appear. Now go to the middle North room of the Labyrinth where you'll find the Goddess Statue.*

NFL BLITZ

To access the hidden modes in *Blitz* you must enter these codes exactly as listed. Each button should be pressed the number of times shown, then the joystick should be moved in the direction at the end.

Effect	White	Blue	Red	Joystick
Big Heads	2	0	0	Right
Big Ball	0	5	0	Right
Big Players	1	4	1	Right
Tiny Players	3	1	0	Right
Invisible Quarterbacks	3	4	2	Left
Super Blitzers	0	4	5	Up
No CPU Help	0	1	2	Down
Fog On	0	3	0	Down
Unbeatable CPU	3	1	4	Down
No Fumbles	4	2	3	Down
Ground Fog On	2	3	2	Down
No Out Of Bounds	2	1	1	Left
Show Field Goal %	0	0	1	Down

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GAMES

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• **WILL SWAP MY F.MEGAMIX** OR TOMB RAIDER FOR SONIC R OR STEEP SLOPE SLIDERS, CALL JOE ON 01547 560445

• **WILL SWAP MY FIFA 97 + AIR COMBAT** FOR YOUR RES. EVIL, T. RAIDER OR DUKE NUKEM (PS) CALL 01923 461142

• **WANTED: UMK3 OR MK3 WILL SWAP** FOR KILLER INSTICT, SIM CITY OR MARIO ALL STARS PHONE JASON 01322 436647

• **WILL SWAP VF1 FOR VIRTUAL ON (SAT)** OR SELL THUNDERHAWK 2 + VF1 FOR £25, WRITE TO DANIEL, 8 WHITE HART RD, ORPINGTON, KENT, BR6 OHD

• **PC GAMES FOR SALE INC, EURO 96,** DESCENT + ANOTHER 2 GAMES, CALL 01246 205693 MUST COLLECT

• **FIGHTING FORCE WILL SWAP** FOR PREMIER MANAGER 98. CALL BILLY JOE ON 0191 2962816, MUST BE IN EXCELLENT CONDITION

• **WANTED: LEGEND OF ZELDA:** LINK'S AWAKENING FOR GAMEBOY, WILL SWAP ONLY. MUST HAVE INSTRUCTIONS. CALL 01703 284480

• **PC GAMES, AMOK £4, DEATH RALLY £4,** MAGIC CARPET 2 £8 ALL BOXED WITH MANUALS £12 FOR ALL. CALL 0116 2880868

• **FOR SALE OR SWAP, WAVE RACE £40** OR SWAP FOR FIGHTERS DESTINY CALL 0181 2495242

• **FOR SALE: CRASH BANDICOOT +** FREE DEMO DISK £30 CALL 0121 5888017

• **PC ENGINE GAMES FOR SALE,** ALSO NEO GEO CD & CART GAMES, CALL BRENDON ON 01823 443051 ANYTIME

• **N64 GAME MARIO KART £25** CALL MATT 01268 413085

• **SWAP TOMB RAIDER FOR GRAND THEFT AUTO ON PC,** ALSO SWAP GT RACING 97 FOR THEME PARK, ALL GOOD NICK 01787 378442

• **WANTED: SWS'98 ON SATURN,** WILL SWAP FOR SEGA RALLY, WWS, VF2, C&C, DAYTONA USA + 2 DEMOS CALL 01475 723052

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• **PS GAMES, EXHUMED £25,** SOVIET STRIKE £20, DESCENT £15, TOSHINDEN 2 (NO MANUAL) £10 WILL CONSIDER SAPS. CALL 01634 895942

• **PC GAMES, VIRTUA FIGHTER £15,** ACTUA SOCCER £5 RING 0181 3664030 AFTER 4.30 PM

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• **WILL SWAP CROC (PS)** FOR RESIDENT EVIL DIRECTORS CUT, CALL 0161 4371459

• **WILL SWAP MY FIFA 97** & AIR COMBAT FOR YOUR TOMB RAIDER, MUST BE IN GOOD CONDITION, CALL 01923 461142

• **WILL SWAP DESTRUCTION DERBY** 2 FOR RAMPAGE WORLD TOUR, CALL 0161 8655306

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• **SNES, 8 GAMES, SUPER GB,** 5 GB GAMES, GAMES INC, ZELDA, MARIO ALL-STARS, DONKEY KONG PLUS A BAG, SWAP FOR PS GAMES OR £65 ONO. CALL 01206 501015

• **SATURN + 2 PADS, 8 TOP GAMES & SCART ADAPTOR,** GAMES INC, VF2, RALLY, RES. EVIL & XMAS NIGHTS + DEMOS £200 ONO, CONTACT RICH ON 0161 7778892 4-6 PM

• **SNES, 3 PADS & 18 GAMES,** ALSO INCLUDES SUPER SCOPE £160, CALL MARTIN 0181 7695064

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• **PC ENGINE GT HANDHELD JAP,** PSU, S FIGHTER, J.CHAN, ORDYNE, NINJA SPIRITS, ALL BOXED £180 ONO TEL: 0411 320684

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• **SWAP MY SNES 2 PADS,** 5 GAMES & SUPER GAMEBOY, ALL BOXED FOR YOUR FFVII CALL 0904 791067

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• **MASTER SYSTEM, 2 PADS,** 10 GAMES FOR £50 OR SWAP FOR DHT, RES EVIL OR CRASH 1 OR 2, PHONE STEPHEN ON (MANCHESTER) 2050173

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• **GAMEBOY + 1 GAME £36 OR SWAP** FOR BATTLE ARENA FOR PS, CALL 0115 949801 ASK FOR DAN

• **SNES WITH 10 GAMES,** SWAP FOR N64 OR SELL FOR £80 CALL 01252 665830

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• **N64 (UK) ISS 64, PILOTWINGS 64,** 2 PADS EX CONDITION, ALL BOXED £150 OR SWAP FOR PLAYSTATION, 01933 664724

• **SATURN, 6 TOP GAMES,** EXTRAS, BOXED & GUARANTEED £190 OR SWAP FOR BOXED PS OR N64 WITH GAMES. PHONE 01782 333620

• **N64 (PAL) NO GAMES, GOOD CONDITION** £80 CALL 0181 8551721

• **MD 2 + 2 PADS & 6 TOP GAMES INC,** SONIC 2 FOR £85, OFFERS? CALL 0181 5977079 FOR DETAILS

• **SNES WITH 7 GAMES, 2 PADS & SUPER** GAMEBOY, SWAP FOR PS, 2 PADS + 1 OR 2 GAMES. CALL 0181 4003859

• **SATURN FOR SALE, PLUS 15 GAMES INC,** QUAKE & DUKE NUKEM, 2 PADS £250 CASH. CALL 01229 466783

• **SATURN + 10 GAMES, STEERING WHEEL,** 2 PADS & 2 GUNS £200 RING KEITH 01708 453949 AFTER 5PM

• **MD2 + 2 PADS & 4 GAMES INC,** NBA LIVE 97, FIFA 95 £55 CALL JOS AFTER 6.45PM ON 01753 855098

• **SATURN + 6 GOOD GAMES,** 2 PADS & 3D PAD, ALL BOXED WITH INSTRUCTIONS £150 ONO. CALL 01757 700265

• **PS + 4 GAMES INC, FFVII,** CARRY CASE, MEM CARD, MAGS, DEMO CD'S. PERFECT CONDITION WORTH £325 SELL FOR £180 ONO. CALL 01790 753891

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• **SATURN, 2 PADS PLUS GUN,** 10 GAMES INC, WWS'98, DIE HARD, ACTUA GOLF, BOXED INSTRUCTIONS £180 CALL 01895 639831

• **SNES £30, KI, MARIO ALLSTARS,** MARIO WORLD, ZELDA 3, PGA TOUR £10 EACH, SUPER GAMEBOY £10 ALL FOR £50 CALL 01494 727931

• **SNES + 15 GAMES INC,** FIFA 97, KI, SECRET OF MANA + MORE £150 ONO CALL 01703 694756

• **A1200 DESKTOP DYNAMITE PACK,** PLUS EXTRAS INC, MK2, SWOS 95-96 & 96-97 ALL BOXED £300, PHONE 0836 771345 AFTER 3PM

RETRO

• **HAS ANYONE GOT ANY SOFTWARE** FOR THE BBC MASTER COMPUTER? CONTACT ME IF YOU HAVE. SEAN, 14 WATERGATE, MILNE COURT, WATERHEAD, OLDHAM, LANCS OL4 2UY

• **BOXED VECTREX WITH 10 BOXED GAMES,** ALL WITH INSTRUCTIONS, PROPER COLLECTORS PIECE £425 OVNO, RING MARC 0121 6058520

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• **CBS COLECOVISION FOR SALE,** WITH 7 GAMES & 2 PADS (COLLECTABLE) £45 ONO OR SWAP FOR STAND ALONE PS. CALL 01132 178708

• **VECTREX + 4 GAMES, GOOD CONDITION** £300 CALL 01303 265843

• **VECTREX + 7 GAMES, OFFERS PLEASE,** EXCELLENT CONDITION. CALL 01282 454942

• **WANTED: VECTREX CARTS,** STAR CASTLE, POLE POSITION, POLAR RESCUE & VIC 20 JELLY MONSTERS. MUST BE COMPLETE CALL MICK 01332 749618

• **RETRO COLLECTION FOR SALE,** ATARI, COMMODORE, SPECTRUM, ACORN, SEGA. MASSIVE SELECTION. TEL: MICK AFTER 6PM 01772 321046 FOR FREE LISTS

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OTHERS

• **GAMESMASTER ISSUES 1-5 & 7-20** £2.20 EACH, ISSUES 21-25, 27,28,30,37 £1.60 EACH, ALL ISSUES £45 CALL 01494 727931

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• **MAGS FOR SALE, NMS 2 & 11,** 43 TO 53 £3 EACH, I DO MEAN MACHINES PS AS WELL! CALL 01323 468

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• **ARCADE PCB'S BOUGHT**/SOLD/SWAPPED, POW £30, ROBOCOP £40, DARK SEAL £40, MAJOR TITLE £40, CALL 01952 884169

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• **FINAL FANTASY VII, DO YOU NEED HELP?** DO YOU WANT TO PLAY OTHER FINAL FANTASY GAMES? IFSO E-MAIL ME! TONY_MEAR@SEDGWICK.COM

• **PC ENGINE BIBLE. OVER 500 GAMES** LISTED! CHEQUE/PO FOR £2 TO PAUL WELLER, 16 MANOR PARK, DULOE, LISKEARD, CORNWALL PL14 4PT

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PEN PALS

• **WANTED: FEMALE E-MAIL PAL,** AGE 12-14, MUST LIKE NINTENDO & ARCADE GAMES, E-MAIL ME AT PHILIPDEAN@COMPUSERVE.COM

• **WANTED: PEN PAL MALE OR FEMALE,** MUST BE AGED 13-14, SEND PHOTO, SCOTT PACKER, 11 COOK CLOSE, OLDLAND COMMON, BRISTOL BS30 8RP

• **MALE PENPAL WANTED AGE 10-13,** MUST LIKE SOCCER & FILMS. DENIS FITZPATRICK, 24 JOHNS HILL, WATERFORD, IRELAND

• **WANTED: M/F PEN PAL AGED 15-16,** MUST HAVE PC, & LIKE GAME PLAYING, PHOTO PLEASE, WRITE TO PAUL, 26 NEWBOLD AVE, NEWBOLD, CHESTERFIELD, DERBYSHIRE S41 7AT

• **FEMALE PEN PAL WITH GSOH,** AGE 14-16, MUST HAVE PS, SEND PHOTO IF POSS, WRITE TO SIMON BIBBY (15) AT 8 OLD MOVILLA RD, NEWTOWNARDS, CO. DOWN, NORTHERN IRELAND BT23 8HH

• **WANTED: FEMALE PENPAL 11-12,** LIKES FILMS, READING & COMPUTER GAMES. WRITE TO CHRIS WEBBER, 99 KNOLL DRIVE, STYVECHALE, COVENTRY, CV3 5DD (PLEASE SEND PHOTO)

• **WANTED: FEMALE PEN PAL, AGE 12-13** PLEASE SEND IN PHOTO IF YOU CAN, MUST LIKE COMPUTERS, FILMS ETC. LAWRENCE DONOHUE, 3 ST ALBANS GROVE, CARSHALTON, SURREY, SM5 1ND

• **WANTED: FEMALE PEN PAL AGED 12-13,** GSOH, LIKES FILMS, GOING OUT, COMPUTERS/GAMES (PHOTO IF POSS), SIMON HAWORTH, 33 ROCKVILLE AVE, THORNTON, CLEVELYS, LANCS FY5 35G

WANTED: MALE PENPAL AGED 11-12, LIKES COMPUTER GAMES AND ART. JONATHAN ROBERTS, 5 NEW ST, TROON, CAMBORNE, CORNWALL



drawinz wot you dun



Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Yo! Sucker fools, sit your sorry behinds down, and slap some crayons in your slacks. In fact don't, take them out and draw something decent for once (and send it in).

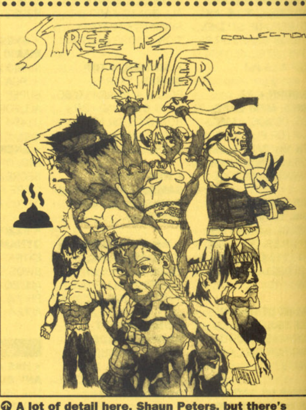
What's that I hear you scream? You can't get enough of 'Drawinz Wot You Dun™', and you don't know what you'd do if they weren't in the magazine? Well, fear not! 'Drawinz Wot You Dun™' is in the mag as normal. in fact it's right in front of you now! Read (and look) on...



Daniel Collister's version of *Resident Evil 2* obviously stars one of the Three Stooges.

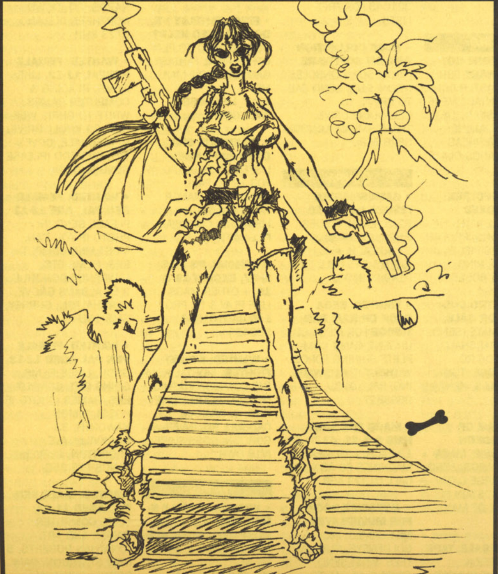


A great action picture from Grant Stewart. It's even more terrifying than watching Alien 3.



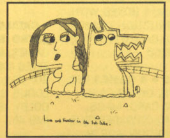
A lot of detail here, Shaun Peters, but there's something not quite right... At least it's not traced.

My favourite girlfriend, Lara, looks like she's had a bit of a hard day in this picture from Mr Jan.





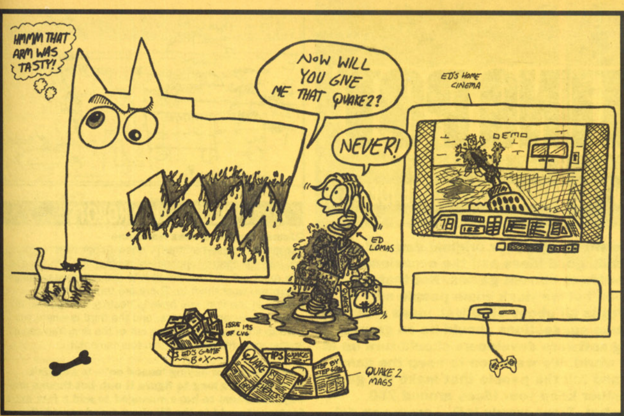
Don't fall for it – this picture is done by Philip C from Pure Entertainment. Don't buy any of his games!



Aaah! Who was watching when Lara was round my house? Ah, Holly Dodd.



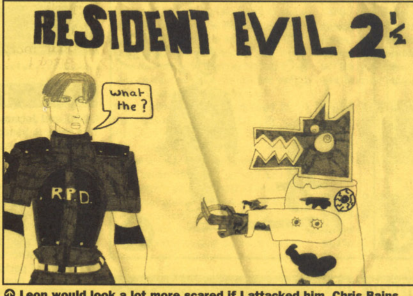
***Tomb Rider 2*? Looks like a rubbish game to me, Matt Ratsep.**



I'd love to maul Ed like this Alex Bingham, but who would clean up my turds? I'll eat Alex instead.



I hate Pikachu. He's too cute to be in my gang, Hector Tweed.



Leon would look a lot more scared if I attacked him, Chris Bains.



All the girls love an evil kung-fu demon eh, Joseph Sherwood?



This picture's by Sean from Pure, and he's 27 years old. Nice.



Excellent work and a great name, Lill-Beate Nymoen! Have a bone!



Matthew Kelly did well to draw this excellent picture in between filming series of Stars In Their Eyes. Good work!



Paul Davies wears clothes like this all the time. I'd love to blow his stupid long head up in *Resident Paul*! Cheers P Benyon.



The worst thing about Steve Edwards' picture is that the "Censored" sticker comes off. I wouldn't eat that bone...



Send 'em in to:

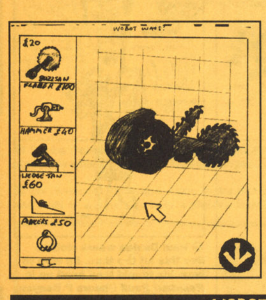
drabinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print'...



This is the section where we ask for your original game ideas, but apart from some really good ideas and the occasional gem, they're mostly lame rip-offs of current games. Not that we mind – it makes our job easier, but we think some people may be missing the point. Melting Pot is all about ORIGINAL ideas – can we stress that enough? Your game suggestions should be so ground-breakingly inventive that big software developers should turn up at your door and offer you the world. We want you to keep the game industry fresh and exciting and tell the people that make the games what you really want. Remember keep your ideas around 250 words, and include a screenshot. Three words left... away you go!





WOBOT WARS!

©Will Thomas, Tenby, 1998

The year is 1998 – yes, this year – and a new hobby has become a major sport all over the world. Bands of ruthless scheming students, middle aged men and women, technological gurus and scrap yard owners are all working secretly in darkened rooms on their WOBOTS! No not Death Machines to obliterate the human race, but remote-controlled battle machines of varying shapes and sizes, from simple wedges on wheels to caterpillar-driven, flame-thrower equipped, chainsaw toting, petrol powered Wobots from Hell! You, the player, get to design and colour your own Wobot on a budget, which is acquired by defeating other Wobots in battle. Using a selection of saws, wedges, rams, flame-throwers, hammers, pincers and engines. Your aim is to win as many tournaments as you can by crushing, burning and ramming your opponents. There would also be options to colour your Wobots and win new ones in battle, and two-player head to head, deathmatch (internet), and assault course options.

CVG: Nice idea, but it's a shame you didn't have it a few months ago. This is obviously based on the TV show – and you don't have to be a genius to figure out which one. Still, it would make a great game... keep working on it.



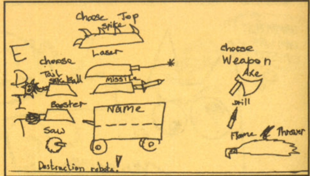
TITANIC

©Ben Mortimer, Rochdale, 1998

There are three game modes. The first one is where you build your own cruise ship, hire people to work on it, buy food and book entertainment. The second mode would be where you're the ship's captain and you have to steer the boat. The last mode of play would be where you're a passenger and you go round the ship meeting people. Also in this mode there would be terrorists who try to sink the boat and you've got to stop them.

CVG: Titanic? Are you sure? Perhaps you should call it Under Siege or Speed 2, they'd be much cheaper licences.



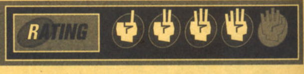


DESTRUCTION ROBOTS

©James Boyton & Alex Rathbone

Our game is based on the TV show Robot Wars, in which you have to destroy opponents' robots. You can choose one robot out of 20 and edit it to make the weapons go where you want them to. There are three different modes. In the first, you have to destroy the opponents' robot, the second is a race, and the third is where you have to knock your opponent out of the ring. You can do league, cup, friendly and even tournaments!

CVG: Thanks for saying 'based on' – it wouldn't have taken us long to figure it out, but thanks anyway. You seem to have managed to add a few extra features to add to the TV show. Good work fellas.



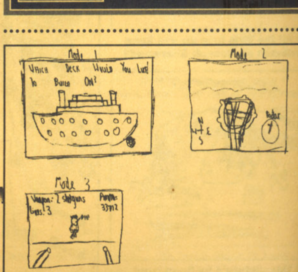
PETS WIN PRIZES

©BBC and Johnny Bananas, 1998

This game is based on the popular BBC series of the same name and stars the effervescent Dale Winton – or a virtual version of him at least. The game starts at your home with you and your pets. Using a *Tamagotchi*-style game, you must feed your pets, give them exercise, groom them and – most importantly – teach them tricks. Tricks can be performed in two ways: you can select to perform long combos or simply bash buttons, with the most complicated trick needing furious hammering of the buttons to get to. Once you feel you've built up a thrilling menagerie of performing pets, you have to call Dale Winton. You'll then be invited to the TV studio to compete with rival pets. Once on the show, you must take control of your pet, in a variety of different events. Again, you can button-bash or perform combos to make your pet perform. Do well enough and you'll be invited to take part in the grand final. Win here and you're whisked away on an exotic four week cruise holiday to Borneo to see the orangutans, with one thousand pounds spending money!

CVG: We can't wait for this! While we're on the subject of TV games, how about an N64 version of Stars in Their Eyes using the new microphone headset?





ALIEN: L.V.426

©Alex Habachi, London, 1998

The game loosely follows the plot of Aliens. You control four groups of five marines and must survive on the alien infested planet of L.V.426. The game is viewed in the same way as Syndicate Wars with a Command & Conquer touch to it. It is divided into 3 sections. First, Search and Rescue. You must explore the complex to find supplies and survivors. This ends when you find Newt, which triggers an alien attack and you must escape to the ACP. If Newt dies, it's game over. The next part, Survival of the Fittest, sees you fighting off hordes of aliens as they try and reach you. You must seal doors, set mines, traps and drone guns at various points that will prevent the aliens from progressing. Once they back off, Newt is kidnapped and taken deep into the complex by a marine who's gone crazy. In part three, Showdown, you must send in troops to find this crazy marine and rescue Newt (again). Once you find the marine, he is on the point of dying and tells you that the Big Mama (the queen) has taken the kid. Bishop radios and tells you that he has managed to locate an escape pod at the back of the complex. Get to the central computer and set the self destruct sequence, rescue Newt and finally get to the escape pod.

There are many sections in the complex, including weapon supply rooms, containing superior weapons, drone guns, pulse rifles etc, as well as med labs, where you can heal wounds and save your game. Various aliens are dying for your flesh and need to be disposed of. Secure areas by destroying egg pods, sealing doors, blocking air vents and, of course, killing the aliens themselves. Your marines can be implanted (kill them before they turn on you), eaten, slashed to death or kidnapped (expect to see them stuck to a wall later on in the game). Save supplies, or you will be stuck when the troops are hurt and hungry later. Truly the ULTIMATE Alien game.

CVG: Yeah baby – somebody make this game! We've got a list of other things we'd like to see in an Alien game, but this'll do nicely for starters.

HANSON IN 'MMMBOP, THE GAME'

©Claude Montalban, Wirral, 1998

If the Spice Girls can have a game, why not Hanson? Play as Zac, Isaac and Taylor on your quest to pop fortune. Mmmbop is made up of many parts, with smaller sub-games. In the main game, you have to write lame pop songs, and then choose a producer to make them sound a hundred times better. Just like Hanson, you have to play all your own instruments. This is done by taking samples off the game CD. You must make a record using the samples, you also have a choice of lyrics, which are pasted onto a blank page. Once the song has been mixed it's time to release it, the catchier the song, the more people will buy it. As you make more money, you can buy better instruments and create better songs. There are also some smaller games like Zac Man, where you must gobble hamburgers, just like in Pac Man, but here with a tiny Zac face. There's a boxing game with Isaac, ('cos he always looks beaten up), and there's a shopping game with Taylor ('cos he looks like a girl). He must go to the shops and buy dresses, and when girls see him, he must run away. If this game is good, others could be made, but not with bands as famous as Hanson. They are the best band in the world.

CVG: Whatever.



AT-AT COMMANDER

©Daniel McDonagh, Dunbar, 1998

You are in charge of the Empire's finest ground forces in the struggle to put down the insignificant rebellion. It is like X-Wing vs TIE Fighter, but on the ground. You can control speeder bikes, chariot assault vehicles, AT-STs, AT-ATs and AT-MTs. There are varied mission styles. For example, crowd control, where you can mow down protesters, attacking smugglers and base patrols, like on Endor. Plus all-out attacks on rebel bases. Enemies range from little guys with blasters to speeder bikes and snowspeeders. Ground turrets will hinder your efforts, they'll be a bit more effective than they were in Empire Strikes Back. Rebel starfighters will occasionally attack, too. These pose the biggest threat, with their shields and warheads. You get ground support from stormtroopers, air support from TIEs and, on some missions, full ground bombardment from Star Destroyers! The AT vehicles will all possess rotatable cockpits so you can look down to stomp on people, or track snowspeeders. You don't get a target computer because you don't need one really. There are no shields, but you can still alter laser energy to get more speed.

CVG: Nice idea, there are loads more vehicles, especially ground ones from the Star Wars universe that are crying out to be out into a game. We'll keep our fingers crossed.



CHALLENGE 7

ZERO DEGREES

LET THE CHALLENGE BEGIN!

ICE WARRIORS

©LWT, suggested by Sanjeevan Sidhu, SANJ Software, 1998

This is a game based on the TV series Ice Warriors. You can be any of the Ice Warriors and are up against the contenders in different challenges, but you can swap it around to play as a contender. You can also design and save your own courses. If you complete the game you can be the Ice Master, and you can boss the contenders and warriors about. You can design your own ice warrior and call him/her what you want. There is commentary and crowd noises. You can say how strict the ref gets too. There are two cheats, ultimate stamina and challenge select.

CVG: Well played Sanj. We think Ice Warriors already looks like a video game and all the warriors have beat 'em up style stats. What we'd really like to see is Smash TV, The Running Man and Rollerball all turned into real shows, then we'd never leave our homes again.

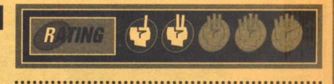


SILLY ALIENS

©Owen Harris, Tom O'Brien and Alison O'Brien, Sutton, 1998

The year is 1987 and aliens from the planet Bijop are invading Earth and disguising themselves as elderly women. You can either control Wally the strong man or Ashley Smith the army man. These people know about the aliens and your boss is A Rae. You can have peg guns or mower knives. If you complete it you can send off and get a free memory card. The game will be popular, and you will be able to get Silly Aliens merchandise such as backpacks and caps. *Tomb Raider 2* will be nothing compared with this game.

CVG: Not silly enough. It started well, the merchandise is a good angle – remember to think big, but what happened to the game? Where is it? It's not there is it? Remember to include a game next time. Keep working on it.

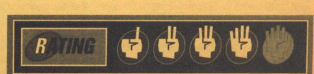


TITANIC

©Craig Meeke, S. Wales, 1998

First of all, the game would start with the real story of what happened, so if you haven't seen the film it would give you a basic idea of what's going on. You will then have the option of whether you want to be Leonardo DiCaprio or Kate Winslett who are both stars in the film. They both have their own separate tasks, but they will have to save each other and try to save as many passengers as possible throughout the game. They both have to find different routes around the ship to escape from the water. You will find all sorts of different weapons and accessories which were around at that time, so they will help you gun your way around, smashing through different doors and finding new ways of escaping. Eventually you will make it to the top of the ship, and try to give out a signal, either using the CBs or the flares that you find in the lower level of the ship.

CVG: CBs? Not sure they had those aboard the Titanic. Could have been a different story if they did.





BE THE DEATHMATCH DADDY!

More pages packed to the edges with *Quake 2* tips. This time we've got tricks to make you a deathmatch master, whether you play on the internet, against friends or even Quakebots. Don't forget that you can get more *Quake 2* bits and pieces from our web page (www.game-online.com).

INSTANT ROCKET JUMP

Add this lot of text to your .cfg file and bind the key of your choice to "+rj" to do a perfect rocket jump with a single button press. It's just like old-skool CVG's pokes:

```
bind (put whatever key you want in here) +rj
        alias +rj "rj1;rj2"
        alias rj1 "cl_pitchspeed 100000;wait;+lookdown;wait;-lookdown;cl_pitchspeed 150"
        alias rj2 "set rj_hand $hand;hand 2;+moveup;+attack"
        alias -rj "-attack;-moveup;set hand $rj_hand;centerview"
```

WEAPONS BRIEFING

Here are some handy little hints on using *Quake 2*'s weapons, plus some techniques for countering someone else using them.

SUPER SHOTGUN

Definitely one of the best weapons in the game. The Super Shotgun is easy to use – run straight at someone, stick it under their chin and fire! Instant death almost every time! The pellets spread out so much that it's difficult to do much damage at any kind of range, so stay close. This is also one of the weapons to switch to whenever you pick up a Quad Damage.
Counter Technique: Stay well away from anyone with a Super Shotgun. Keep moving and hit them with a long range weapon, like the Rocket Launcher or Rail Gun.

BFG 10K

The BFG isn't as great as it initially seems. A direct hit always means death and clever firing into a full area can get you many more kills. But after firing a BFG shot, you must keep moving around as the reload takes so long. Also, try to keep the green ball and any players in your view as this is the way to get extra radiation hits. Use it in areas without hiding places for maximum damage.
Counter Technique: As soon as you see the green flash and hear the BFG charge, find cover and get under it. Don't worry about the player who fired it – they'll be harmless for another second or two – but beware of the ball. Get as far from the blast as you can and get some scenery between you and it. The best technique is to use the Super Shotgun and run straight at someone who's just fired the BFG. They'll be paralysed for a few seconds as they fire again or change weapon, giving you plenty of time to gun them down.

BLASTER

The Blaster really isn't much use. The only time you'll ever use it is when you've just restarted, but you're much better off with a Hand Grenade. If you've just lost a close fight with someone and restarted nearby, run at them with the Blaster and you might just finish them off.
Counter Technique: As long as you've got some health and armour, an opponent with the Blaster is no problem. Just take them out quickly to avoid embarrassment.

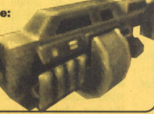


MACHINE GUN

The Machine Gun is great when you're chasing someone along corridors. It hacks away at health and is very easy to hit people with. Use it to keep people at a distance and slowly wear them down.
Counter Technique: As it's easy for a Machine Gun user to hit you as you move, take them out quickly with a close-up Super Shotgun or a mid-range rocket or grenade.

SHOTGUN

The standard Shotgun is worth picking up if you come across it, but don't bother going out of your way. It doesn't have the punch of the Super Shotgun and the shots spread out to make it pretty weak at long range.
Counter Technique: Stay at medium range and keep moving so they can't get a good close hit on you.





ROCKET LAUNCHER

The slow speed at which the rockets move makes the Launcher a tricky long-range weapon to get right. It's now one of the best mid-range weapons and has extra uses such as the rocket jump (see CVG 197 for tips on how to do these). Always aim the Rocket Launcher well ahead of moving opponents as even the blast around the main explosion does a fair amount of damage.
Counter Technique: As with the Grenade Launcher, if you don't have great weapons, run straight up to your opponent and force them to either take you both out or get killed by you. Otherwise, keep moving and changing direction while returning fire.

HYPER BLASTER

The Hyper Blaster is extremely powerful and useful in almost all situations. It only takes a few shots to kill someone, but is slow to wind down afterwards. As with the Chain Gun, don't let go of the fire button until you're sure you've finished someone off or you'll be left open.
Counter Technique: Your best bet is to avoid anyone with the Hyper Blaster as any fool can get a kill with it. Stay away until they're out of ammo or go for a long-range kill with either the Rocket Launcher or Rail Gun.



HAND GRENADE

The Hand Grenades are completely overlooked by many players, but are in fact very useful. If you've got no weapons, keep a grenade in your hands ready for action as you'll be much better off in a fight than you will with the Blaster. Don't be frightened of running around with a primed, ticking grenade – you'll be ready to throw it as soon as you see someone (just make sure you chuck them before they click the third time and take your head off).
Counter Technique: Listen for the ticking that indicates someone is arming a grenade and keep moving. As soon as they throw a grenade and miss, take them out. Run close to panic them.

CHAIN GUN

Another great weapon with drawbacks. It eats through your ammo in seconds and is extremely slow to start and stop. If you're going to use it, make sure you have over 150 bullets and don't let go of the fire button until your target is reduced to catfood.
Counter Technique: Keep running around until you hear the "click-whirrrrrr" of the Chain Gun running out of ammo (this normally only takes a few seconds). Now run straight at your attacker and destroy them as they frantically try to change weapon.



GENERAL DEATHMATCH TIPS

A few handy hints to improve your chances.

- Crawling doesn't make any noise. Use this to creep up on players who think they know where you are.
- Some players recommend setting your FOV to 120 and your hand to the centre. This pulls the view back slightly to let you see more.
- When cornered, try crouching to encourage the other player to duck, then jump over them.
- When another player crouches, stay standing, point your gun at their head and fire.
- Throw any spare grenades into common lurking points. If you're lucky you'll kill a cheesy player.
- To be really annoying, use a dark skin (such as the *Quake 1* Spawn enemy skin) and snipe.
- Pick up every single bit of ammo and every weapon you come across, even if you don't particularly need it, just to stop others getting them.
- Armour is more important than health when you first start. Make sure you go straight for it.
- When you pick up the Energy Armour, don't use the Hyper Blaster or BFG 10K. Keep yourself stocked up on cells and you'll be practically invincible.
- Learn to rocket jump – it's very useful for surprising other players in deathmatch mode (don't waste your time BFG jumping, that's just for a bit of a laugh).
- Bind keys to "wave 0-4" so that you can instantly taunt other players.
- Try using "crosshair 2", the little red dot. It doesn't get in the way while playing, but you can see it when you need to.
- If you're being chased along a corridor, fire a grenade at the wall ahead of you just before you turn. Your own grenades won't explode on impact with you, and should hit whoever's following.
- Firing spare rockets ahead of you can get a lucky kill, but will also alert a good player to your presence.
- In a circular battle, where you and another player run around in circles shooting at each other, alternate your direction. Simply stopping and going the other way can really throw your opponent.
- Use the power of the Super Shotgun to knock other players off thin ledges and into lava below.
- While running away from someone with a Rail Gun, get used to the timing of the shots and duck just as they're about to fire. This only works against stupid players.
- Either go in the water or don't – never swim with your head poking out. If you do, you're a sitting duck to everyone.
- Set a key as "weapnext" so that you can cycle through your weapons instead of having to reach over to the number keys.
- Just as you're about to lose, type lots of rude messages and quit out of the game. However, this will lose you all your "respect" points.

RAIL GUN

This has got to be the most satisfying weapon to use in *Quake 2* – it requires pure skill! Each shot is powerful enough to destroy a player, but it takes a very good aim to score a hit. If you want to be cheesy, find a good sniping point and wait for players to run by, though you're likely to be sworn at by everyone else. The Rail Gun takes ages to reload, so make sure you've got a good aim on someone before firing – don't just hold the button and chase people around.

Counter Technique: Keep moving around so that you're hard to hit. Get close to your opponent so that you can use the Super Shotgun just after he/she fires. Don't ever stand still when there's a Rail Gun sniper around, just look for the blue spiral to work out where they are and finish them off.

GRENADE LAUNCHER

Always keep well stocked up on grenades so that you can go a bit crazy if you get a Launcher. If you see someone run around a corner or go into a dead end, bounce a load of grenades off the walls at them and they've got no way out... but death! Practice with the grenades so that you learn exactly how they bounce and you'll be able to do all sorts of no-risk kills.

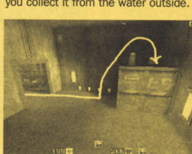
Counter Technique: Users of the Grenade Launcher are often frightened of firing them at close range, so dodge your way up and shoot them in the face. Don't run away and hide in corners – a good player will make you pay every time.

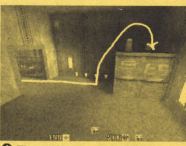
LEVEL TECHNIQUES

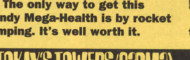
The latest and greatest upgraded versions of *Quake 2* have eight excellent deathmatch-only levels designed especially by id Software – and we'd like to give you a few useful pointers for them. If you haven't got the latest version of *Quake 2* yet, have a look at **www.idsoftware.com** for it.

THE EDGE (Q2DM1)

This is one of the best levels in the game, and is one of the deathmatch levels which works well with four players or fewer. Most of the action takes place in the main circular arena, so this is a great place to snipe with the Rail Gun. Because of the level design every weapon can be used well, but the Rail Gun just has the edge over the rest. Make sure you collect it from the water outside.







The only way to get this handy Mega-Health is by rocket jumping. It's well worth it.

You can rocket jump to the goodies on the left, or walk around the thin ledge outside the building. There's some health and 10 rockets.

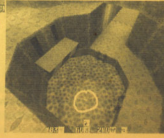
TOKAY'S TOWERS (Q2DM2)

This level is simply four towers next to each other with tunnels connecting them at various heights. While it's tempting to snipe from the balcony, you're better off not stopping for long as there's always going to be someone else nearby that you haven't noticed. Wildly throwing grenades down the towers can be effective as well (and very funny). The water under the Rocket Launcher is one of the best places to aim for.



It's just about possible to make this useful rocket jump, though we've only ever done it with the "Infinite Ammo" deathmatch flag on. Strange...

A simple rocket jump lets you reach the Mega-Health the quick way.



The Quad Damage can be found in the water pool in the lowest tower. Use the ladder to climb out instead of waiting for the lift, then get the nearby Super Shotgun.



LEVEL TECHNIQUES CONT.

THE FRAG PIPE (Q2DM3)

This is another level which works well with smaller groups. The section which gives the level its name is where much of the action takes place. The tunnel containing the Hyper Blaster has a switch at either end, plus one at the side which locks the doors and floods the room with lava. It's not likely that you'll be trapped, but check the area's clear before running through. If you want to snipe, the best place is on the dark ledge with the armour, just below the Quad Damage.

To get to the Rail Gun quickly, jump round the corner as the moving platforms get to this position. After collecting it, jump straight across and go to the left for more slugs.

Instead of going across the moving ledge, you can rocket jump from the armour to the Quad Damage.

The really sneaky way to get the Rail Gun is to rocket jump across the acid pool.

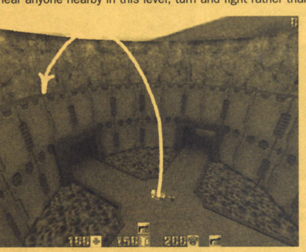
There's a Mega-Health on top of the pipe. Jump over the lava and climb the ladder to reach it.

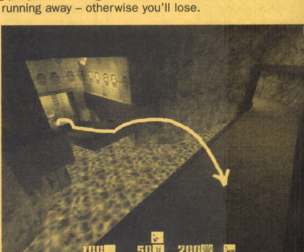
LOST HALLWAYS (Q2DM4)

This one's made mostly of corridors which all look the same. The Rail Gun is useful when chasing people in a straight line, and the Grenade Launcher is more use in each of the rooms. If you hear anyone nearby in this level, turn and fight rather than running away – otherwise you'll lose.

RIGHT: Stupid tactic alert! If you want to confuse and annoy the other players, get loads of health and BFG jump onto the ledge around the crossroad arena. Use the Rail Gun to snipe from here.

FAR RIGHT: The best way to get the Quad Damage is to swim under the rotating platform, get the Quad, then immediately turn around and jump onto the top as it rotates away from you. Now jump onto the ledge and go frag some marines!





THE PITS (Q2DM5)

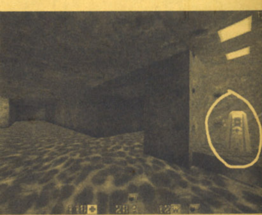
This is one of the stranger levels in the game. Here, the fighting goes within a few main sections, but these areas are all separated by sets of corridors. The best weapon to have at this level is the Machine Gun, which is more useful here than at most other levels as you get a fair number of chases between the areas. Your best bet, however, is to keep moving as there are very few safe places to wait.



This is the best sniping point in the level. The only way anyone can come at you from behind is if they rocket jump through the hole in the ceiling.



Be careful near the giant rotating blocks as it's very easy to get squashed (in fact, it's a bit TOO easy to get squashed). Stay away from all the moving parts.



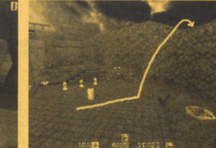
There's a Mega-Health down in the watery sewers, right by one of the entrances. Pick it up whenever you find yourself wandering around down there or are running low.



LAVA TOMB (Q2DM6)

This is one of the more complex deathmatch levels, though it plays really well. All of the most useful weapons are hard to reach, so good control of your player is essential. Hint number one: you don't need to jump when going across the platforms to the Rocket Launcher or BFG 10K. Just run straight along them and you'll be fine. Also listen out for other players jumping repeatedly – chances are they're hopping up towards the Chain Gun.





Stupid tactic alert! You can use the Rocket Launcher to rocket jump onto the wall surrounding the outside section, then run around to the top. From here you can snipe at people who don't even know you're there. This will annoy.

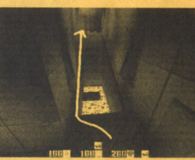


The quickest and easiest way to get the Rail Gun is to jump from the end onto the pillar and straight off again. One mistake and you're toast.

If you fall off the barrel while going for the Grenade Launcher, climb up the ladder built into the wall.



Drop through the opening ramp and onto the ledge in the lava to find the Quad Damage and a ladder to the Chain Gun section.



To avoid falling into the lava beneath the opening ramp, run up against the wall. Use this to shake off people following you.

THE SLIMY PLACE (Q2DM7)

This is a pretty straightforward level. The weapons are all easy enough to get and there are no sure-fire places to hide. The only thing you need to be careful of is falling in the acid, as it makes you almost blind and is tricky to get out of.



If you're really bad at running around and fighting like a man, jump into one of these little alcoves and shoot as people go by. This qualifies you as a loser.

It may seem pointless, but you can rocket jump to the Rocket Launcher. Collect it for more ammo and to stop other players getting it.

WAREHOUSE (Q2DM8)

This level is made of enormous rooms and corridors, so there's plenty of space to run around. Make sure you've mastered one-on-one combat (turning and strafing at the same time to run around other players) as you'll be getting into plenty of fights here. Look off the edges of the walkways and you'll often see stacks of crates below with weapons and ammo on top.



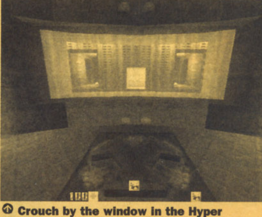
Jump onto a crate and ride it up onto the conveyor belt. Run to the end and into the alcove to find the BFG 10K and five grenades.

SUDDEN DEATH (FACT3)

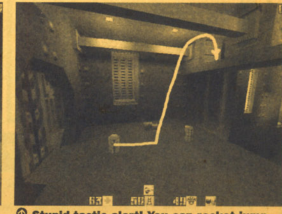
While this isn't listed as a deathmatch level, it's obviously what this was designed for. Sudden Death is one of the best levels in the game to play and even works well with just two players. One thing you may not normally bother with – the Silencer. Pick it up every time you go through the teleport to the main arena as it gives you a nice big advantage. Getting hit by rockets you can't hear coming can be very confusing.



Don't waste your time carefully dropping onto the top of the Rail Gun container. Instead, jump run and jump off the balcony straight into the BFG 10K alcove.



Crouch by the window in the Hyper Blaster room and watch for other players going for the Quad Damage, then hit the button and salute as they fry in the lava!



Stupid tactic alert! You can rocket jump into the rafters at the top of the stairs before the tunnels, or above the Hyper Blaster! Hide here to surprise other players.

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, TIPS, ETC.) OTHERWISE IT'LL SIT IN THE PILE ON ALEX'S DESK FOR SIX MONTHS, THEN GO IN THE BIN.

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Do you know how much money we had to pay every arcade game manufacturer in the world to advertise FreePlay? Billions and billions of pounds! Now, almost every game has a special "FreePlay" mode which makes every go free – just like FreePlay itself! Next month: More packed pages of yellow paper... for free!



MELTING POT

Please stop asking us when the games featured in Melting Pot are coming out. They're created by gamers like you and most are unlikely to ever come out. We know you've got a great idea, so send it in. If we print it and a games company decides to make it real, they'll have to give you loads of money for the honour!

HIGH SCORES

You do know what a "high" score is, don't you? It's one that's better than most other people's. Send yours in and we'll print the best.

ART/CARTOONS

We like all forms of art: Renaissance, Dada, Impressionism, Cubism. But our favourite is, of course, crappily-drawn botched pictures of games characters. Who needs the Mona Lisa?

MOST WANTED

Take a look back at the other end of FreePlay, right there on the front page. That chart in the top right corner shows just what our readers are most looking forward to, whether they've been announced or not. If you want to affect the results, fill in this form below or write your top 5 on the end of any letter to CVG. Remember: No vote, no voice.

TIPS

How did you get so great at your latest game? Let us know your best tips and cheats for the latest and greatest games. Please.

FREEPLAY FAN

Have you got a game that makes you cry when you finish it? Have you taped the music from the sound test screen so that you can listen to it all day? Tell us why it's so great.

FREE ADS

For the limited edition price of "free" you can place an advert in FreePlay. Remember, don't delay taking advantage of this special offer: Free Ads, now only "free".

FANZINES

Fanzines are great. They're just like CVG (some are just like Sega Saturn Magazine) only in black and white and on crappy paper. Hang on... that's what FreePlay is. Anyway, send us your fanzine and we might mention it!

MOST WANTED

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